

## EXPERT GAMER



200  
GAMES  
2000  
TRICKS

DOUBLE  
RPGs

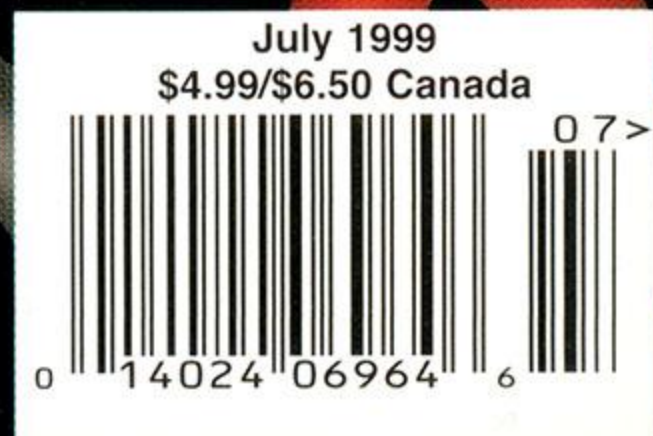
Star Ocean  
THE SECOND STORY

LUNAR  
SILVER STAR STORY  
COMPLETE

Also Featured

Tekken Tag Tournament • Quake II

• Hybrid Heaven • Ehrgeiz





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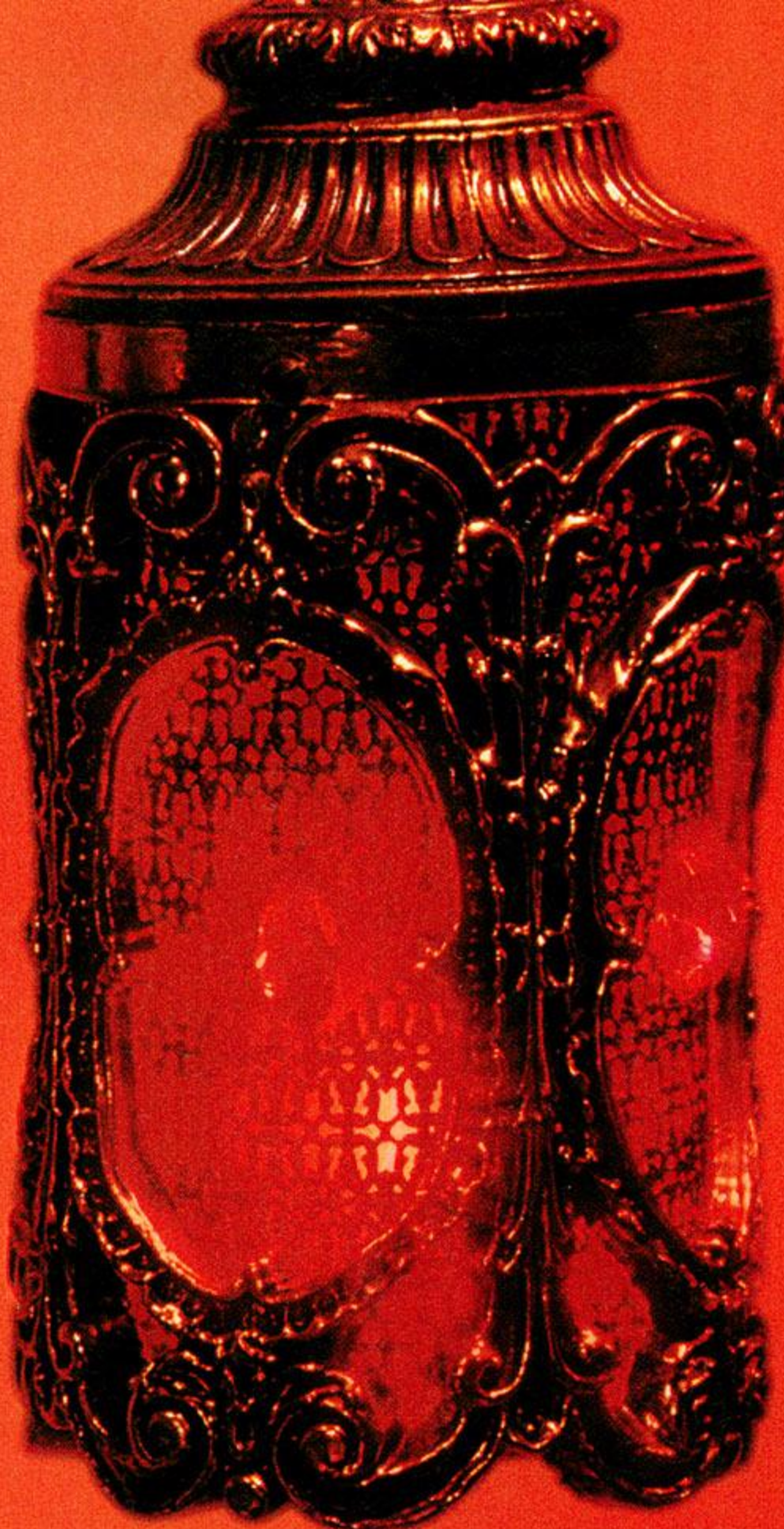
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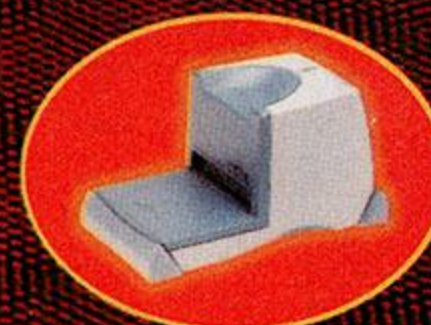


good karma

In a game, as in life,  
what goes around, comes around.  
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PlayStation



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## Looking For A Summer Break? Try Ape Escape

### Xg's Stats

New at the helm  
EIC John Ricciardi

Also catching the wave  
Tim Blum and  
Todd Zuniga

Deadline death  
NBA Showtime

Still talking about...  
Star Wars: Episode I

Looking good at E3  
The "Dolphin" project

They're gonna be big!  
Soul Calibur on DC,  
Perfect Dark on N64

E3 in a word  
Sequels

E3 in another word  
Alcohol

XG quote of the month  
Put it on the Eidos tab

Sleeper summer movie  
American Pie

Thumbs up  
Everclear

Thumbs even  
Beck

Every now and then a console title makes its way from relative obscurity to high-profile acclaim. This could be the case with this month's cover game—**Ape Escape**. Solid level designs, pleasing visuals and innovative use of the Dual Shock controller all come together to form one 3D platformer that no PlayStation owner should miss. Our other top game of the month doesn't have to worry about being high profile, as **Quake II** for the N64 has been one of the most highly anticipated titles this summer. Fragging friends on the console has never been this good...



Andy has been in and out of the office ever since the release of **Star Wars Episode I—The Phantom Menace**. He did hang around long enough to give you the scoop on **Ape Escape**, which Sony will surely be hyping for months to come. Andy's strategy will make sure you don't slip on too many banana peels on your way through the game's vast, diverse levels. In other news, Andy would like to extend his thanks to Jason Streetz for his insight into this month's comprehensive **LUNAR** guide.



Jim (a.k.a. Johnny McFrag) Mazurek was a busy boy this month, to say the least. Jim followed up a frenzied E3 schedule with a sweet **Quake II** strategy. Jim's maps leave nothing to chance, and his multi-player strategies are great for deathmatch freaks.

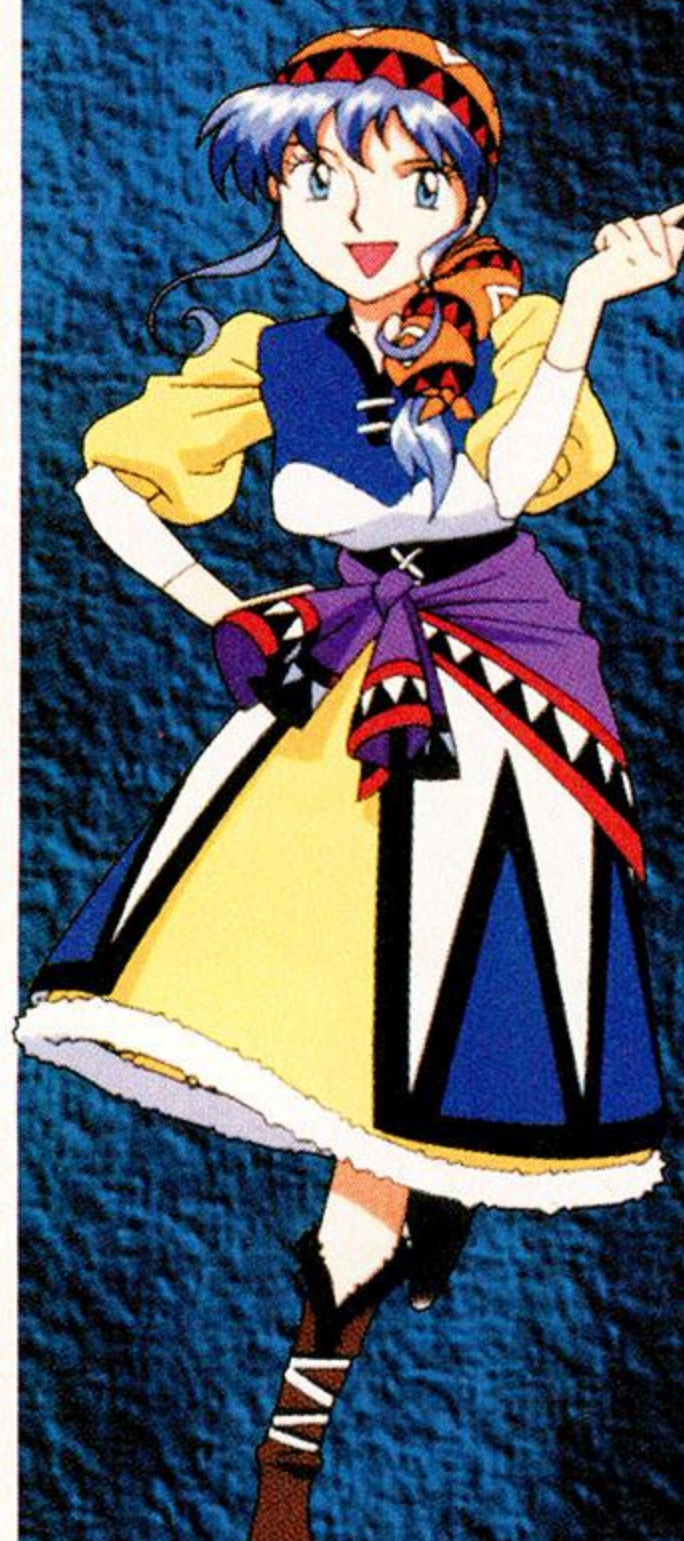
Mazurek also did a quick take on Namco's latest arcade brawler—**Tekken Tag Tournament**—with info on the new battle system and tag combos, as well as some techniques for **Tekken 3**. Look for more on **TTT** in upcoming issues of XG.



This month Scott got back in touch with his RPG side, as he took on Sony's new role-playing behemoth, **Star Ocean: The Second Story**, while also providing an update to the RPG-ish fighter with the oh-so-funky name, **Ehrgeiz**. Sadly, this will be the master party thrower's last month with XG, as he has decided to pack his things and go the way of the Durbin. We'll miss the guy, but at least he's going to stick around as a contributor. The entire staff wishes Scott the best of luck in his future travels!



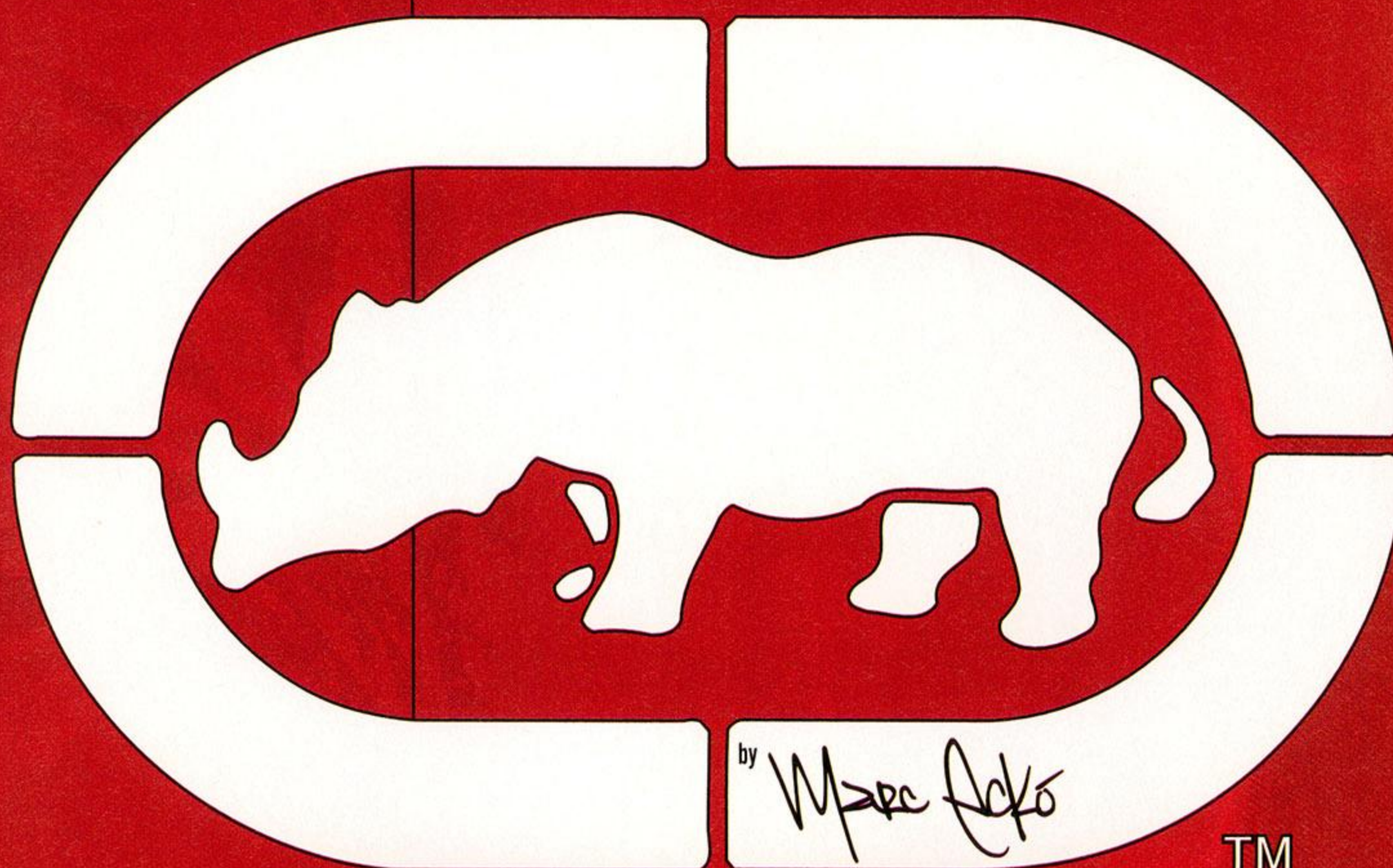
Todd Zuniga joined the editorial staff just in time for XG's deadline. Zuniga will miss the bunnies that used to fill his days during his previous job (think high-class, think Hugh—think lucky bastard), but he couldn't pass up the chance to work with the twisted XG staff. In addition to busting out racers, RPGs and action titles, he's looking forward to adding some style to our relatively infrequent sports strategies. We're just looking forward to having another new guy to kick around in **NBA Showtime**.



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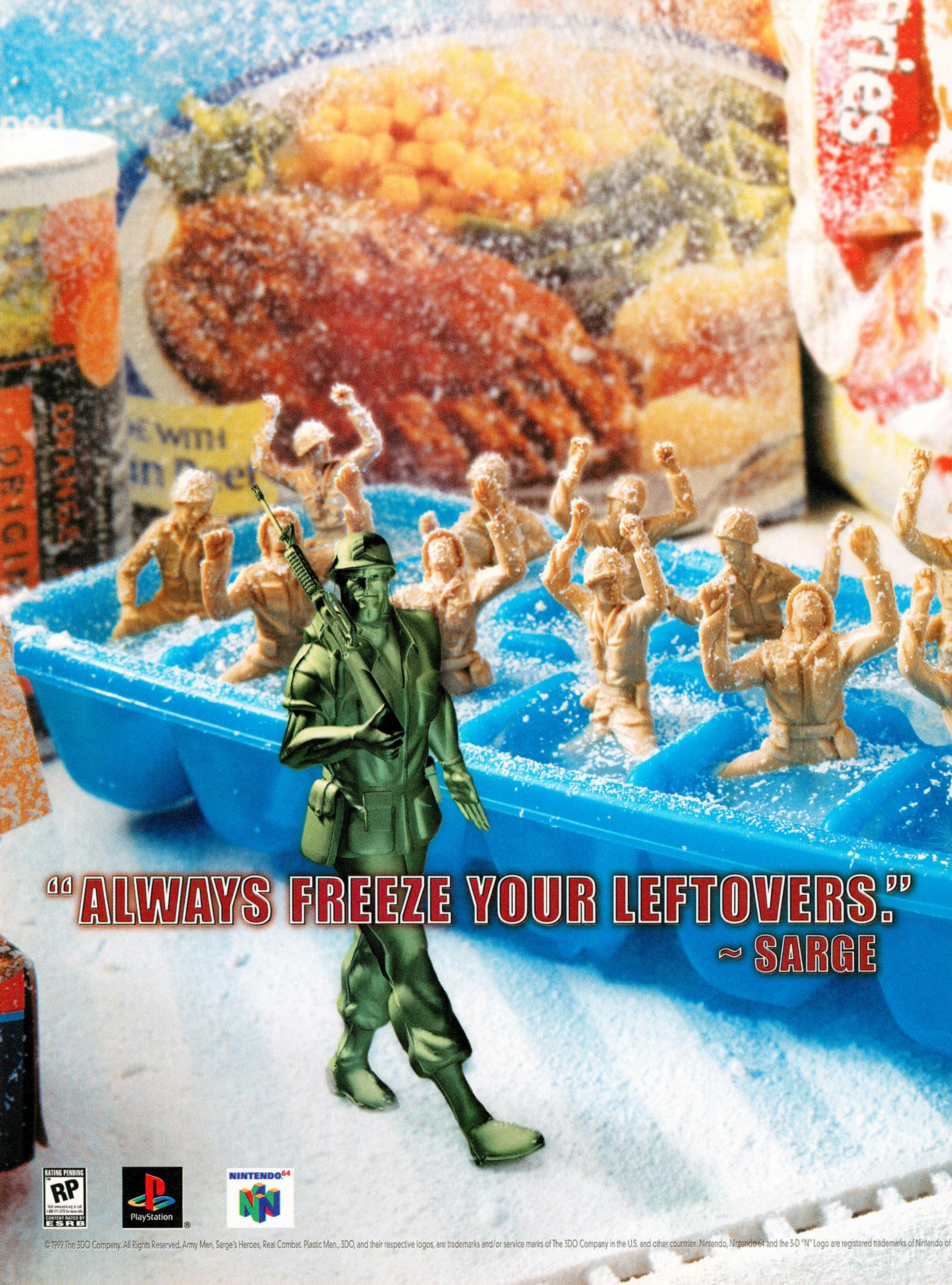
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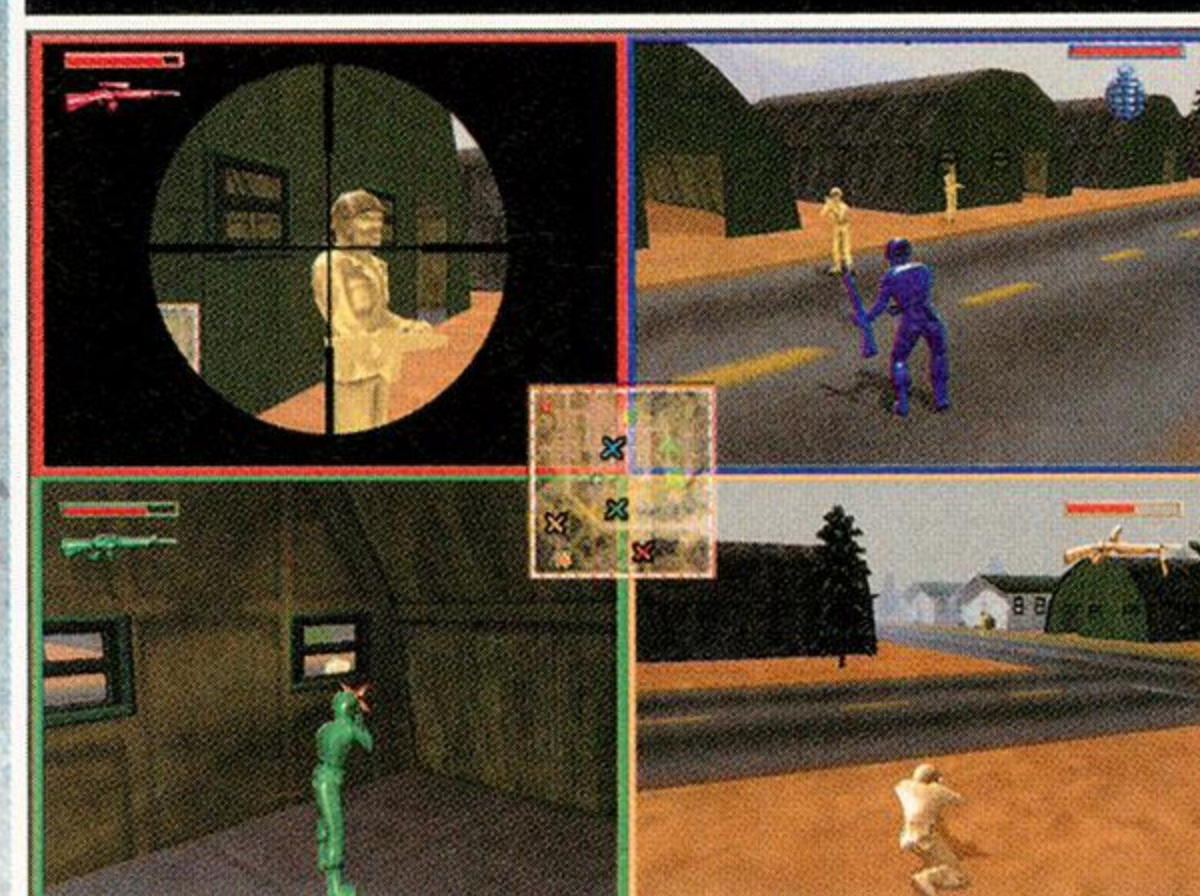






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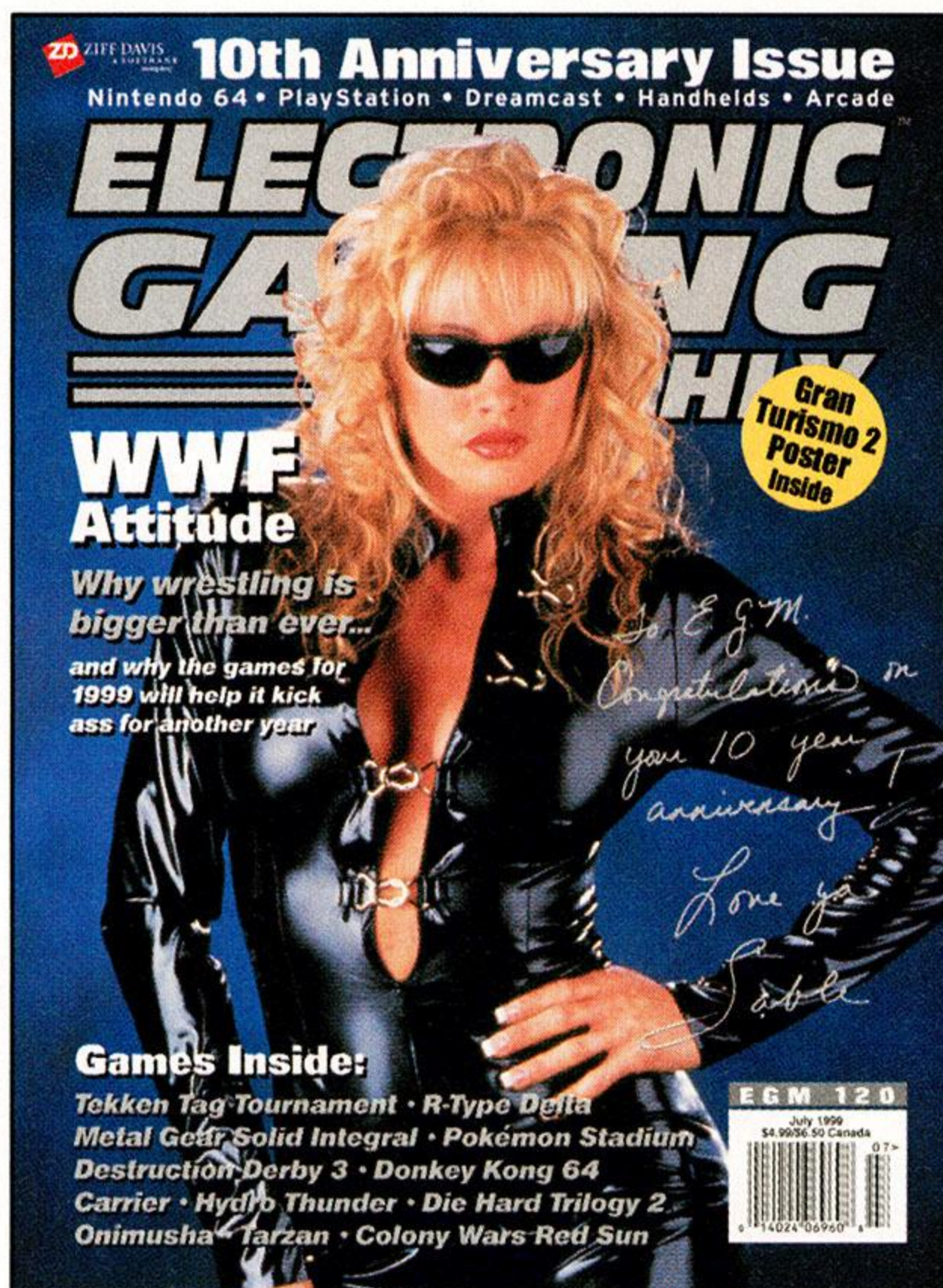
spider6080@aol.com

"I'd like to compliment you on your **great magazine, I love it,** I buy it every month."

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wishasablan@samoanet



## July 1999

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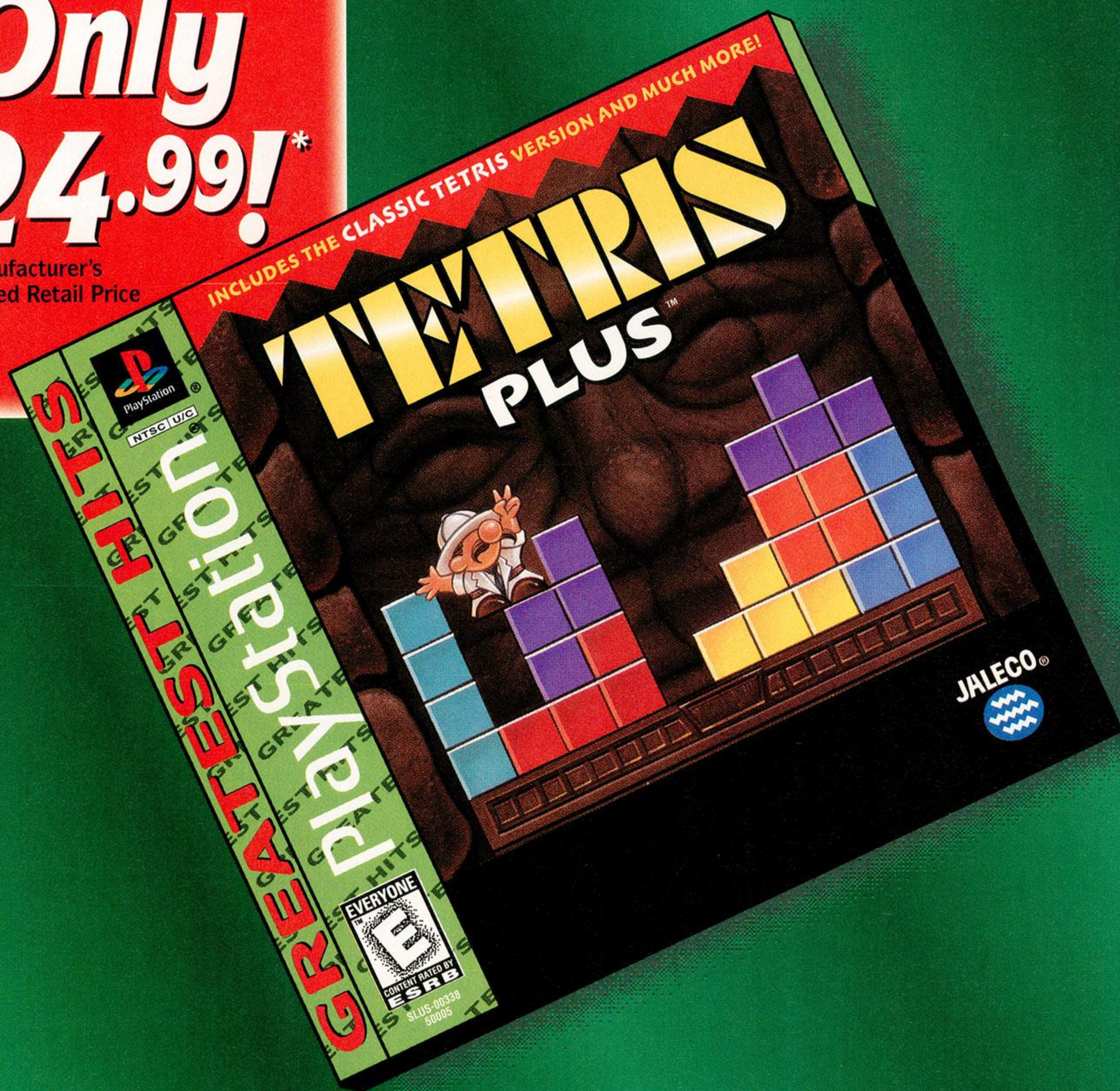
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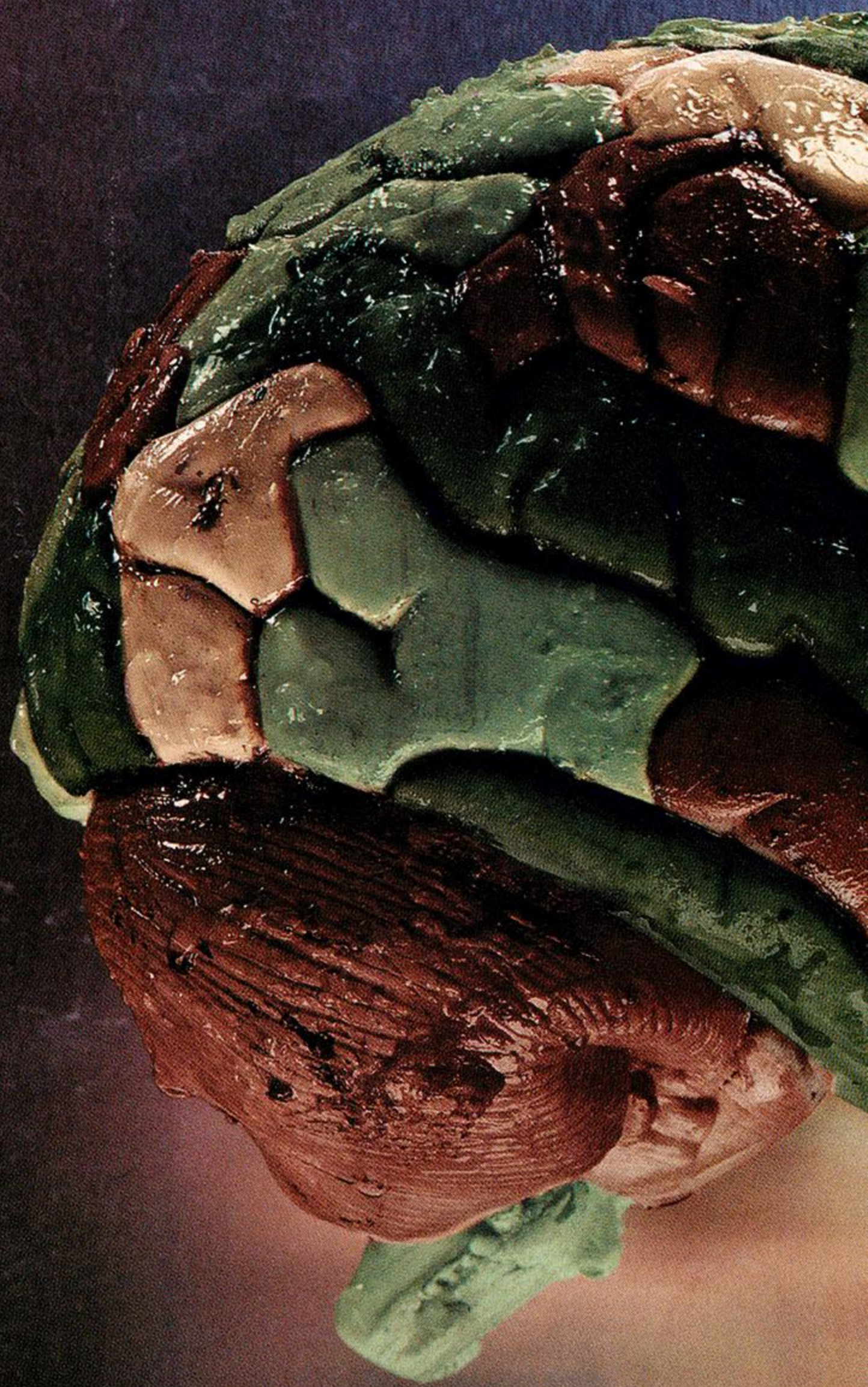
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# COMMAND & CONQUER



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A quick word on why Ape Escape should be in your summer plans. Plus, capsules of all this month's games.

## 16 Gamers' Forum

Do video games provoke real-life violence? XG's letter of the month tackles this tough question.

## 102 Game Over

Check out all the character endings for Street Fighter Alpha 3!

## 106 Coming Soon

Preview what's coming in the August issues of *Expert Gamer*, *Electronic Gaming Monthly* and *OPM*.

## expert's choice

# 68

## Ape Escape

XG guides you through this diverse adventure with maps galore, plus locations of all coins and monkeys.



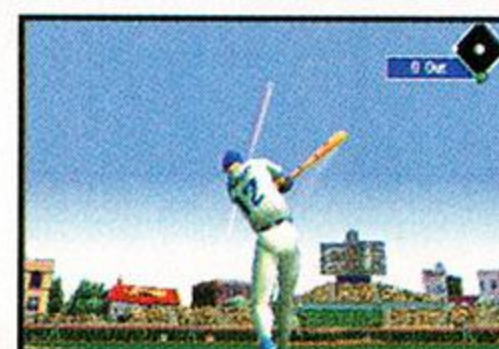
## tricks OF THE trade

Secrets, tricks and codes for today's hottest game systems

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## 17 New Games This Month

All-Star Baseball 2000, Micro Machines 64 Turbo, Star Wars: Episode 1—Racer, WCW Nitro, WipeOut 64, 3Xtreme, Bust-A-Move 4, Bust-A-Move 99, Gex 3: Deep Cover Gecko, Clock Tower: Ghost Head, Fisherman's Bait, MLB 2000, Monster Seed, Rollcage, R-Type Delta, Rushdown, Syphon Filter



## featurestrategies

Everything you need to know to be an Expert Gamer



## 44 Ehrgeiz

This update provides moves for the secret characters, as well as minigame tips.



## 48 Star Ocean

Item creation, spells and a comprehensive walk-through of the game.



## 60 LUNAR: SSSC

Our walk-through includes detailed info to get you through this awesome quest.



## 82 Quake II

XG has this baby completely mapped out, showing you how to get by all the tough spots.



## 94 Hybrid Heaven

The full lowdown on Konami's latest N64 adventure.

## quicks hits

Quick tips to get you through life's toughest games

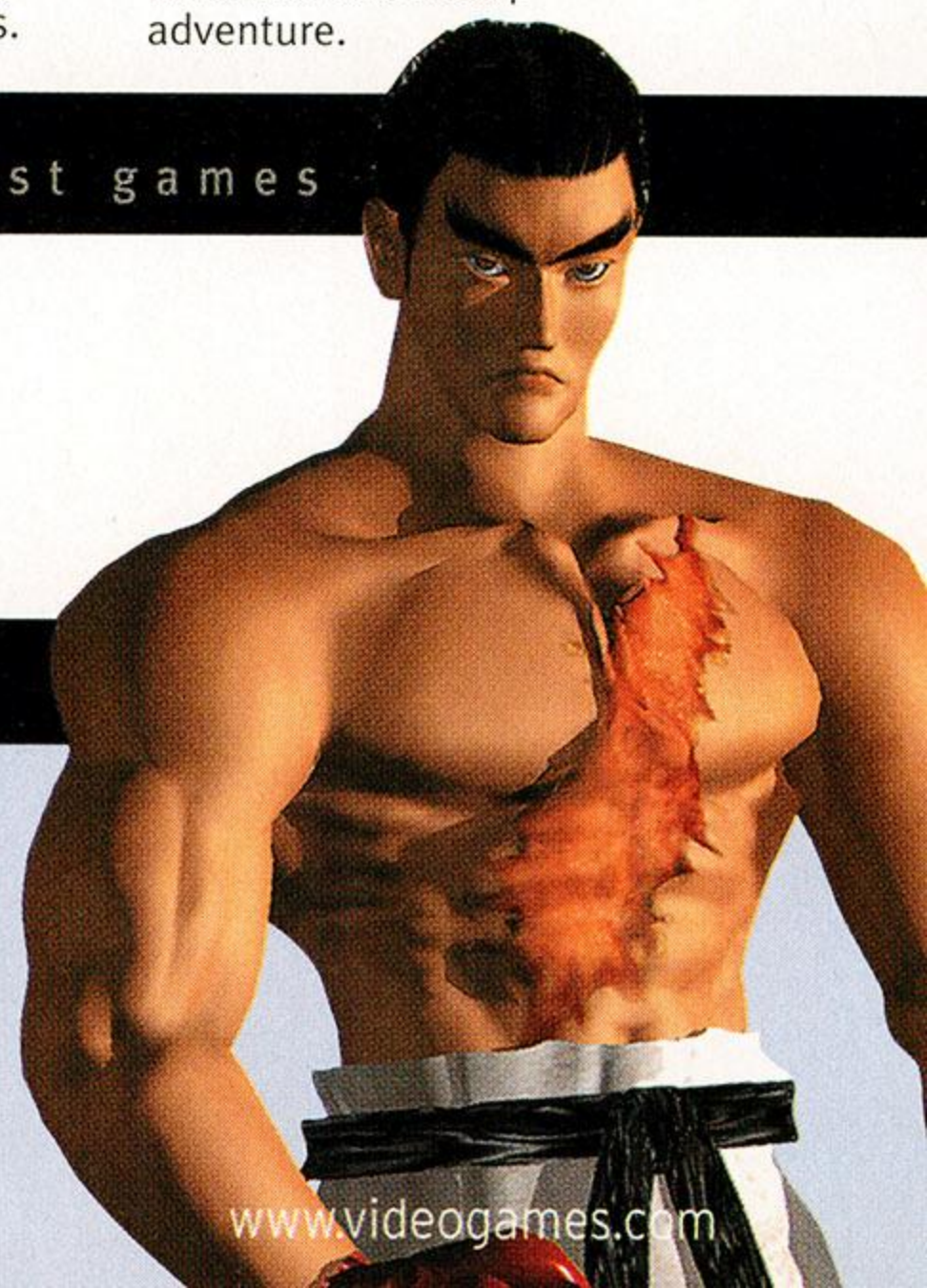


## 42 Tekken Tag

A first look at the hot new arcade game, plus expert techniques for Tekken 3.

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# PLAYSTATION INFESTATION



The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.



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# GAMERS' FORUM

Letters to the Expert Gamers

Questions,  
comments  
or gripes?

## Write:

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Oak Brook, IL 60522-3338

or e-mail:  
xg@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, please tell us so, however please include your phone number and mailing address for Letters of the Month contest consideration.

## Winners!

• Here are the winners of XG #59 Game Over Contest:  
1. Jessie Peets  
Yeadon, Pa.  
2. Dai-Fu Zheng  
New Orleans, La.  
3. Jonathan Burgiss  
Ellijay, Ga.

• The answer to XG #60 Game Over Contest is:  
**Darkstalkers 3.**

## Where's Quake II?

**Dear Expert Gamer,**  
How come it was stated that you would have a Quake II blowout in April and come the May issue, it is nowhere in sight? I was really looking forward to the witty humor you guys have, but now I am pretty upset. What happened?  
**Luke Gardner • via the Net**

As is the case with many games, Quake II was subject to various delays in its production. The final version crossed our desk just in time for this month's issue, and we're sure you'll agree that it was worth the wait. You'll find our Quake II strategy in this issue on page 82.

## Pokémon confusion

**Dear Expert Gamer,**  
I have a question about Purin in Super Smash Bros. Some of my friends told me that Purin in Smash Bros. is actually Jigglypuff from Pokémon. When I finally rented the game I found that it had Jigglypuff itself, rather than something named Purin, so I figured it was just a rumor. Then, I received the May issue of your magazine and you guys had him printed as Purin! I'm confused...which one is correct?  
**Trashcan85 • via the Net**

The strategy guide was originally based on the Japanese version of the game. Many of the Pokémon you know and love actually have different names overseas. In Japan, Jigglypuff's name is actually Purin.

## Smashing question

**Dear Expert Gamer,**  
I was playing through Super Smash Bros. and I earned Captain Falcon and Jigglypuff differently. Wassup wit' dat?  
**Nothingness • via the Net**

The methods for opening up Captain Falcon and Jigglypuff were changed for the U.S. version of the game.



Do you think games like Doom and Quake will make you act violently in real life? Or, are they an outlet for pent up aggression? It depends on who you ask...

## Electronic Scapegoats

When the media starts the accusations...

**Dear Expert Gamer,**

I am a 14-year-old teenager who is sick and tired of people blaming their problems on violent games. I have seen the pictures and heard the stories about the Colorado incident. I know they were kids around my age, and I heard they played Doom. I also heard the reporter's "special" on why kids do what they do. It ticked me off. These kids were Hitler lovers, so they were Neo Nazis, and they were having emotional problems, plus their parents seemed to be unaware of their plans so I'm guessing they had bad family problems. But does the reporter's speech state any of this? No. It says they played Doom, and watched *Natural Born Killers*. They did this on their own free will. Does each package of Doom come with a card that says, "Shoot all of your classmates?" No! It's just a game. I have played some of the most violent games in the world, and I have no thoughts of murder or violence. In fact, my grades are tops in the class. I am an honors student who has regular, non-violent friends. No sane person would rationalize life with a game.

**Adam Korenman**  
via the Net

Adam won an InterAct Controller for the N64, PlayStation or Saturn!



Often when senseless violence occurs, the media will point fingers. Video games rank right up there next to music and movies as scapegoats to explain these irrational acts of violence.

Not too long ago there was serious debate about the censorship of violent video games. The result was the current game ratings system. Now, parents can glance at a game box and get an idea if a game is appropriate for their child or not. One

must use reason when considering the events in Colorado. People from other countries play the same games and watch the same movies we do. The Net is accessible worldwide. So why does it seem the U.S. is the only country suffering a rash of similar incidents? Nobody knows, but blaming video games is a narrow-minded approach to a complex problem.

LETTER OF THE MONTH

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of Expert Gamer. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338. 3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date. 5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©1999 ZD Inc. All rights reserved. Printed in USA.





## Secret Rogue levels?

**Dear Expert Gamer,**

In your January 1999 issue, you featured an advertisement for Star Wars: Rogue Squadron on the back side of the cover page. I don't know if you noticed or not, but on the screenshots, the second and fourth pictures have Y-Wing status images in the top left-hand side. What is odd is that there are no levels like these in the regular game or bonus levels at all.

*Sterling Long • Zamora, Calif.*

The advertisements for the games are often done well before the game is even finished. We suspect that might be the case with what you saw in the Rogue Squadron ad. If anyone knows otherwise, write us!

## Large wheels?

**Dear Expert Gamer,**

I have recently purchased Vigilante 8. I was looking at your special on it—when you talk about the Secret Base, I saw under the Level Secret: “Send in the nukes, I see John Torque has very large tires.” Do you have a code for that or a way to get it? Please tell me!

*Tyler Spotman • Council Bluffs, Iowa*

The code for the large tires is



available in the PlayStation version of the game, but not the N64. In catering to both systems, pictures from each format were used. The code for the PlayStation is: MONSTER\_WHEELS.

## What do we do?

**Dear Expert Gamer,**

I was just writing to find out if your magazine is for the Nintendo 64, PlayStation or both.

*Seth Bivens • Toledo, Ohio*

Don't worry, Seth—XG covers tricks and strategies for pretty much all of the current systems, and we've got more on the way! Keep an eye out for lots of Dreamcast coverage soon...

## I can't dance

**Dear Expert Gamer,**

I just purchased the game Legend of Legaia and am in the town called Sol. I was wondering how to win the dance contest. When I finish, I only seem to get 250 to 350 points.

*Adam King • Pittsburg, Tenn.*

Go into the club and go up to the dance floor. There will be a John Travolta look-alike up there who will teach you all the skills you need to know to win.

## More Legaia

**Dear Expert Gamer,**

I'm stuck at the swaying grass in west Voz forest in Legend of Legaia. I make my way to the swaying grass next to the river, but can't find out how to get across the river to get the Genesis Tree revived. Can you help me?

*John Fink • Chicago, Ill.*

John, you're in luck. There's an item called the Weed Hammer. You'll find it somewhere in the first forest. Find the hammer, and press X when you are standing by the grass. Voila!

## In pursuit of codes

**Dear Expert Gamer,**

I recently purchased Need For Speed: High Stakes, and I also own Need for Speed: Hot Pursuit. My question is: in Hot Pursuit, are there codes for the



For a “titanic” challenge, try unlocking the Titan the old-fashioned way—earn it. If that's too much trouble for all you NFS wanna-bes, check our Tricks section for a quick fix.

three hidden cars—Phantom, Titan and the Helicopter? Also, are there codes for NFS: High Stakes for the hidden tracks, cars and bonus tracks?

*Jacob Odio • Hialeah, Florida*

No, you can't get the Phantom, Titan or Helicopter in NFS: Hot Pursuit. As for the second part of your question, yes—the codes you're looking for can be found in our tricks section, which begins on page 22.

## Tekken 3.5?

**Dear Expert Gamer,**

I've heard rumors of a new Tekken arcade game coming out. Would this new Tekken be headed for the PS?

*Adam Knut • Portland, Maine*

Adam, the game you speak of is Tekken Tag Tournament, which is currently slated for the arcade only. Head to page 42 for a first look!



# Trash Talk



Dish out some of your best intimidating and taunting comments. No swearing!

• Your Jedi game tricks won't work on me...  
—Darth • via the Net

• I am the “King of Snake!”  
—The Snake God • via the Net

• CPU assistance? Forget about it!  
—John R. • Staten Island, N.Y.

• Are your thumbs getting tired yet? Mine aren't.  
—Stu • Milwaukee, WI

# My “Expert” Opinion

## Instinctive Fighting One-on-One



**Play to Win Advice**  
By Andrew Baran



Some players seem to always win when playing fighting games. It doesn't matter whether it's a Tekken, a Street Fighter, or a Mortal Kombat, that same player kicks butt at all of them. Why do some gamers instinctively pick up these games so easily, while others flounder about and get pounded? Here are a few basics the best players use to win.

**1. Play Defensively:** This is the most important lesson you'll ever learn. By blocking an opponent, you can almost always counter. Most attackers are reckless, and leave themselves wide open. By playing defensively, you can whittle down your opponent with little risk.

If you are going to attack, make a small move that doesn't commit you to a set of actions. A simple sweep or slide is often enough to keep your opponent on his/her toes. Projectiles, if available, work well into forcing the competition's hand.

**2. Learn the Distances:** By learning the range of each kick, sweep or jump you can start learning how to counter. You'll often see good players moving back and forth to throw off each other's perception of distance.

**3. Don't Get all Wrapped up in Special Moves:** Learn the basics first. I can't count how many matches I have seen lost because a player who

was close to victory tried to finish his opponent with a Super and then got mauled. If you can do these moves easily, use them, but don't lose your concentration for the sake of show-boating. Another problem is that these moves telegraph themselves. If you see the other guy cranking on the controller, the odds are that he's trying to pull off a super. If you know what someone's going to do, it's much easier to avoid their attack.

**4. Keep your Cool:** Never get mad. It will only make you screw up. If you act casual, as if you expected things to turn against you, your opponent will end up dismayed.



## Online News

### "Dolphin" Makes A Splash At E3...

During the Nintendo E3 press briefing, chairman Howard Lincoln announced the first details on a partnership between Nintendo and IBM that will lead to a new Nintendo console system. The announcement of the system in development, currently codenamed "Dolphin," was summarized in one succinct phrase delivered by Lincoln: "fast, powerful, and inexpensive." The Dolphin is currently being planned for a worldwide release by the 2000 holiday season. IBM will be designing and manufacturing a unique 400MHz central processor featuring IBM's 0.18 micron copper technology. Nintendo also announced, amid a round of enthusiastic applause, that the Dolphin will not be a cartridge-based system, but rather a DVD-driven unit. Woo-hoo!



### Star Wars: The Phantom Delay

Wondering why there's no Star Wars: Episode I—The Phantom Menace guide in this issue? Because LucasArts has delayed the game's release until August. The PC version made it out on time, but for some reason, the PlayStation version has been held back. In the meantime, you've got two options: Either play Racer on N64 until your thumbs bleed, or just go see the movie another dozen or so times while you wait around for the game. Tough life, eh?

### No Mo PocketStation

Unfortunately, it was announced just after E3 that Sony would not be bringing the PocketStation to the U.S. anytime in 1999. No clear explanation was given as to why, but manufacturing problems are the most obvious reason, as well as the fact that the little PDA's battery life is extremely brief. With any luck, the machine will be released in the U.S. sometime in 2000.



### Soul Calibur Rocks!

One of the hottest games at both the Sega and Namco booths at E3 was Namco's kick-ass Dreamcast port of their arcade brawler, Soul Calibur. The game looks even better than it does in the arcade, with better animation and more detail! Look for it on DC this September.

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!



### Super Arts trouble

Dear Expert Gamer,

I've been playing Legend of Legaia for months and I'm going nuts about the Super Arts. In your April issue, there is a list of arts and they are all correct...but there is one thing that I am wondering about: How did you know about the Super Arts? I've tried them and they did not register on the arts list. Please tell me what I'm doing wrong here.

Stryk'r • via the Net

Scott Augusytn says: The Super Arts, not surprisingly, are some of the final skills you will acquire. Use simple trial and error to get the special combos. When I began working on the game I also received a moves list showing all of the arts. Unfortunately, I couldn't use them until the very end of the game. You'll learn them as you go along in the game.

### Need for reality check

Dear Expert Gamer,

What's up there at the best gaming magazine ever? I have a question for Jim about NFS: High Stakes. I was reading your strategy and I came across a few errors—whether they are typos on your behalf or just plain stupidity on EA's part is for you to say. It says in the strategy that the base price for the Mercedes SLK-230 is \$20,000, when it is actually \$39,700. Also, it says that the BMW Z3 Roadster's base price is \$20,000. These are just two of many mistakes I found in the pricing of the cars in your strategy. Now my real question is this: If EA went through all the trouble just to get permission to use the names of the various cars, don't you think they'd go a little further and include the REAL prices?

Steve Bender • via the net

Jim says that the prices are not typos on his part. They are fictional prices that EA cooked up just for the game. Jim went on to say that if he could get a Mercedes SLK-230 for \$20 g's, he'd probably consider upgrading from his crusty old Dodge.

Get all the Legend of Legaia tips you need, and a complete walk-through in Expert Gamer #58!

### Tag-team approach

Dear Expert Gamer,

I have recently received your May issue and read on pg. 13 a little article called My "Expert" Opinion. I thought Ben Durbin was making a good point when he said the best way to experience a game was to play it with a friend. The first time I experienced this was when I played Legend of the Mystical Ninja for the SNES. Now that gaming systems have become more advanced, it seems games that can be played with a friend are becoming harder to find. I believe Nintendo is trying to re-create this style of playing with the N64, and hopefully gamers who haven't given it a chance will, so the developers of these games will get even more creative for those of us who have remained loyal.

Zachary Sufilka • Lakewood, Ohio

Cooperative gaming is fun and has been making a comeback, especially on the PC side. On the console side, Sega's networkable Dreamcast is due out in a couple months, and will surely offer some outstanding cooperative game experiences.

### Man in the mirror

Dear Expert Gamer,

I recently purchased Shadowgate Classic for my Game Boy Color. I'm having lots of trouble getting past the Firedrake behind the middle mirror in the room with three mirrors in it. I would appreciate some help on this.

Kerry Davids Jr. • Casselberry, Fla.

Here are the steps to get through the area—use the Hammer on the center mirror; use Key 3; use Sphere on the Firedrake; and use Cloak on self. If you need any further help in the game, pick up a copy of XG #58 for the complete walk-through.

### Theory of evolution?

Dear Expert Gamer,

I love Pokémon and have sent you a ton of questions on the game, but here's one more—at what point does Rattata evolve?

Dan Novak • Carol Stream, Ill.

It evolves into Raticate at level 20.



### What If's

Send your "What If's" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

- ...Smash Bros. took over SimCity???
- ...Gex and Croc had a deathmatch???
- ...Stone Cold fought Sub-Zero???
- ...You killed this silly section once and for all???
- —Dirk Needham • via the net

- ...Laura Croft joined the Spice Girls???
- ...They did a sequel to the Journey arcade game for the Dreamcast???
- ...Ozzy Osbourne was the Soul Reaver???
- —Kool78 • via the net



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## Wanna compete?

**Dear Expert Gamer,**

Not so fast Andy...I have just achieved the unthinkable, I've managed to spin the Control Stick 55 times in 10 seconds. (Refer to the Mecha Fly Guy from Mario Party). The flight time was 00'07"70. It surprises me to find out that there is no prize for beating Andy's record. The least you can do is print the news in a future issue. However, if you decide I am a worthwhile challenge, you can arrange for me to play a game of Mario Party with three of your best players.

Chris Jordan • Windsor, Conn.

**Andy here:** We've received an amazing amount of Reader Mail from players spinning to beat my record. Congrats to everyone who was able to. Right now, I am currently working on bringing back the high scores section. This way, players can test their skills with the rest of the nation, and maybe even compete for prizes. It may not be as fun as sitting down with our editors, but it's the next best thing.

If you have any suggestions of what you want in high scores, we're all ears. What do you think?

Some of our readers have got mad skillz, as we've seen by the response to our Mario Party challenge. Keep it comin', cause we're just getting warmed up.

## Why games change...

**Dear Expert Gamer,**

There are a lot of companies that boast about their games although they are only 5-15% complete. I mean, it ticks me off to imagine a game in my mind and when it gets released it is totally different. They change the game and most of these changes are worse than the original design. For example, Resident Evil 2's Elza looked much better than the Claire we have now. Leon also looked cooler and there was a variety of different zombies. Another example is Castlevania 64, which was supposed to have four different characters. Mission: Impossible was supposed to let you knock out and take over the identity of anyone. My advice for these developers is to wait until their game is nearly finished before showing it off.

Thamer Al-shbaili • Kuwait

Sometimes there isn't enough time for programmers to put in all the features they want, or some elements just don't work. Of course, the magazines want to cover each game as soon as possible, so they'll take what they can get as early as they get it. Expert Gamer only covers the games when they are "reviewable," although some companies like to make changes at the last moment. We try to notify our readers whenever this happens.

## Q & A...

### Stuck in Mega Man Legends

**Dear Expert Gamer,**

I can't seem to find out how to get into the subcity gate in the Old City. I can't get around or over the fence surrounding the gate and the building. And when do I fight the "Pirate Attack?" It looks like it was set in the Old City (XG Sept. '98).

James McKamey • via the Net

**Enter into the Main Gate dungeon after beating the two previous subcities. You'll have to exit Main Gate via the passage near the "Easy Money" area. Once you do, just enter the building to find the pirates.**

### Say What?

**Dear Expert Gamer,**

Hello, I own a game called Daytona USA on the Sega Saturn, and all over my house there is a big debate on what the game says. If you rub up against a wall the man will say something like "High smokeage on the car." or "I like to go to bars."....hey I don't know! If you could find out what the man says for me I would greatly appreciate it. Thanks.

Farfetchd\_1 • via the Net

**The announcer in Daytona USA says, "Try to go easy on the car!" Funny, we thought he said, "Nacho cheese on the car!" Oh well...**

### Do you believe the hype?

**Dear Expert Gamer,**

I think we're underestimating Sega's Dreamcast system. I mean, from what I've seen, they are going all out for the launch, and have good third-party support (two things Saturn lacked). As the "experts," what's your take on Sega's new system?

Marc Tuttle • via the Net

**We don't know what the future holds for Dreamcast, but after E3 we all agreed on one thing—we're all buying one!**

## WINNER



## Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal\*



Jenny Quintero • Flushing, NY

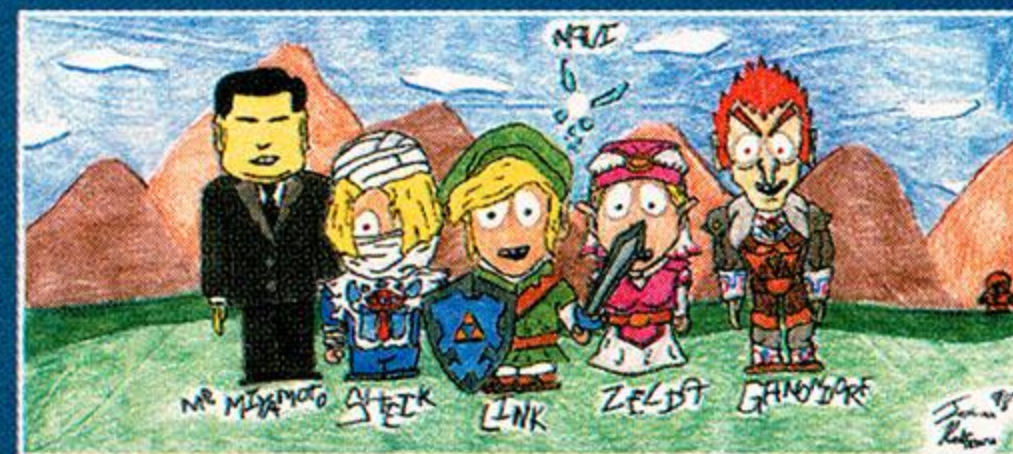
Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@zd.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

**Joseph Morrison • Pooler, GA wins an ASCII Specialized Control Pad for the Sony PlayStation. Congrats!**

\* Or at least get you in the magazine and win a controller from ASCII (FIRST PRIZE ONLY)!



Emerson Ramiscal  
Kapolei, HI



Joshua Redfearn  
Chenaw, SC



Jose Bonilla  
San Antonio, TX



# TETRADICT\*



\*Tetraddict: \,te/tra-(,)dikt\ n. One who devotes or surrenders oneself to Tetris habitually or excessively

## Get Ready For A New Obsession



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# TRICKS OF THE TRADE

## Score with a Big GameShark from InterAct and XG

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

**tricks@zd.com**

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

**"Tricks of the Trade"**  
P.O. Box 3338  
Oak Brook, IL  
60522-3338

### Contest Rules:

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by June 20, 1999. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in Expert Gamer and/or EGM, however, only one prize shall be awarded.

2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about June 25, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.

4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.

6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. **Sponsors:** This contest is sponsored by ZD Inc and InterAct Accessories, Inc. ©1999 ZD Inc. All Rights Reserved. Printed in USA.

### All-Star Baseball '99

#### Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, ATEMYBUIK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

#### Team of Lizards

Maybe you've noticed there are two signs in the stands of Kauffman Stadium (home of the Kansas City Royals) that say, "Win a Lizard?" Well, if you hit one of those signs with a ball, your team will turn into lizards.

#### Cheat Codes

The following codes are entered at the "Enter Cheats" Menu. If the code is entered correctly, it will give you a description of it. You can disable the code by either pressing Start immediately or by re-entering the code.

ABBTNCSTLO Fat-Skinny Mode  
BBNSTRDS Big Ball Mode  
GRTBLSFDST Ball Trail Mode  
GOTHELIUM Big Head Mode  
PRPPAPLYR Paperman

#### Oversize and Paperman Players

At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in one of the following codes for the results as shown:  
For Bighead Mode: Enter the code GOTHELIUM. Press the Start button. A statement on the bottom of the screen will confirm it was entered correctly. Your players will have oversize heads, bats, feet and gloves!  
For Paperman Mode: Enter the code PRPPAPLYR and press the Start button. A statement at the bottom will confirm it. Now your players will be flat instead of 3D!

### Beetle Adventure Racing

#### Hidden Cheat Menu

Go to One-player Mode and select

## TRICK OF THE MONTH

### 3Xtreme

#### Hidden Characters & Tracks



### PlayStation

At the Main Menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results:

Enter "VOUYEUR" at the Codes Screen to unlock all the Exhibition tracks.

Enter "TRIXXY" at the Codes Screen to unlock all the Freestyle tracks.

1 Enter "ASTROMEN" at the codes screen to unlock all the alien characters.

Enter "LUGNUT" at the Codes Screen to unlock Lugnut. Lug Nut is a Frankenstein skateboarder with 95% in all attributes.

2 Enter "BINK" at the Codes Screen to unlock Bink the alien skateboarder.

Enter "REDCAR" at the Codes Screen to unlock Red the car.

Enter "DOMINIQUE" at the Codes Screen to unlock Dominique. Dominique is a monster with 95% in all attributes.

Enter "NYUB" at the Codes Screen to unlock Nyub the alien rollerblader.

Enter "WHITECAR" at the Codes Screen to unlock White the car.

Enter "TP" at the Codes Screen to unlock TP. TP is a mummy with 95% in all attributes, with a bike called Pharaoh.

Enter "GEEP" at the Codes Screen to unlock Geep the alien biker.

3 Enter "BLUECAR" at the Codes Screen to unlock Blue the car.

Vinh Pham  
Lynchburg, VA

Championship Race on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your Player Results Screen that

says, "Cheat Menu Activated." Now go to the Options and at the bottom, there will be a new option called Cheats. Enter this option and you will be able to choose between two different cheat types. Now, just find the hidden flower boxes throughout the levels to unlock the rest of the cheats.

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**Battle Tanx****Cool Codes**

On the Input Code Screen enter:  
**MSTSRVV** - for Invulnerability  
**CRSTLCRL** - for Invisibility  
**FRGZ** - for a Plague of Frogs  
**TDZ** - Queen Lords are replaced by toads.

**Super Weapons**

Collect three of the same kind of power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.

**Blast Corps****Blow Up Buildings Easily**

Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "D'oh!" Continue to hold button Z until the object blows up!

**Body Harvest****Many Different Codes**

KEY: This is the key for the following codes.

**N**=Up-C    **S**=Down-C    **E**=Right-C  
**W**=Left-C    **U**=Up (on the direction pad)  
**D**=Down    **L**=Left    **R**=Right  
**A**=A button    **B**=B button    **F**=Z button

For the following codes enter your name as "ICHEAT" and start a new game.

1st code: name: Fat Legs

Press these buttons on your control pad for fat legs: **L, A, R, D**

2nd code: name: All Weapons

Press these buttons on your control pad for All Weapons: **A, R, S, E, N, A, L**

3rd code: name: Powerful Weapons

Press the following on your control pad for Powerful Weapons: **S, N, U, F, F, L, E**

4th code: name: Bouncy Buildings

Press the following on your control pad for Bouncy Buildings: **S, U, R, R, E, A, L**

5th code: name: Mutant Mode

Press the following on your control pad for Mutant Mode: **S, U, F, F, E, R**

Health Code: In the middle of play, spell

**DURABLE** with the controller (**Down, Up, Right, A, B, Left, Right-C**).

This will restore your health, and if you're in a vehicle, it'll restore the fuel and shield.

Note: After you have entered the codes above, a Confirmation Screen will appear. If you have to, save the game and quit and then re-enter if the codes were confirmed, but did not work. (This usually happens for the **SNUFFLE** code.)

**Bomberman 64****Custom Body Parts - Partial List**

Here's where to find some of Bomberman's optional outfit parts: Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge. Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

**Extra Battle Mode Stages**

Press Start at the Title Screen. When the Main Menu Screen appears, press Start rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

**Buck Bumble****Cheat Codes**

**All Weapons** - At the Title Screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R button at the same time to give you all the weapons. You will hear a noise if it is done correctly (it only works in One-player Mode).

**Level Select** - At the Title Screen hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

**Refill Health and Ammo** - You can only use this code if you have All Weapons on: Press A+B+R button while playing, and you will refill your health and ammo.

**Cruis'n USA****Access New Tracks**

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

**Lights and Sirens Code**

First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

**New Vehicles**

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

**Chopper Attack****Extra Choppers**

If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King IO chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

**Diddy Kong Racing****Game Cheats**

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn Cheat: **BLABBERMOUTH**

Two-Player Adventure: **JOINTVENTURE**

All Balloons are Yellow: **BODYARMOR**

Disable Weapons: **BYEBYEBALLOONS**

No Limit to Bananas: **VITAMINB**

Zap the Zippers: **ZAPTHEZIPPERS**

Ultimate AI: **TIMETOLOSE**

Maximum Power-up: **FREEFORALL**

Start with 10 Bananas: **FREEFRUIT**

Big Characters: **ARNOLD**

Small Characters: **TEENYWEENIES**

Select Same Player: **DOUBLEVISION**

Four-Wheel Drive: **OFFROAD**

**Doom 64****Cheat Menu**

Go to the Password Option and enter: ?TJL BDFW BFGV JVB. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find all you need to conquer the game!

**Duke Nukem 64****Cheat Menu and Codes**

To access the Cheat Menu enter this code at the Title Screen:

**L, L, L button, L button, R, R, L, L**



# GameShark CODES

## All-Star Baseball 2000 GameShark Codes

1 Ball & You Walk	d006e4df0000
	8006e4df0003
1 Out & You're Out	d006e4e30000
	8006e4e30002
1 Strike & You Are Out	d006e4e10000
	8006e4e10002
2 Balls & You Walk	d006e4df0000
	8006e4df0002
2 Outs & You Are Out	d006e4e30000
	8006e4e30001
2 Strikes & You Are Out	d006e4e10000
	8006e4e10001
3 Balls & You Walk	d006e4df0000
	8006e4df0001
Away Team Scores 0	800653370000
Away Team Scores 50	800653370032
Home Team Scores 0	8005e3730000
Home Team Scores 50	8005e3730032
Infinite Balls	8006e4df0000
Infinite Strikes	8006e4e10000

## Beetle Adventure Racing GameShark Codes

Low Timer:	81025dd43f40
Racing All Cars:	8002cff7000b
Racing All Tracks:	8002cff30006
? Mode Cheat	8002d0100001
Breakables Cheat	8002d0120001
Cars Cheat	8002d0140001
Castle Track (Multi)	8002d0030001
Color Change Cheat	8002d0160001
Damage Cheat	8002d00f0001
Dunes (Multi)	8002d0060001
Environment Cheat	8002d0130001
Field of View Cheat	8002d0170001
Handbrake Power	8002d01a0001
Handicap - Two Player	8002d0150001
Health Cheat	8002d00b0001
Horn Cheat	8002d0180001
Ice Flows (Multi)	8002d0040001
Ladybug Color Change	8002d00a0001
Number of Lady Bugs	8002d0090001
Power-ups Cheat	8002d00c0001
Radar Cheat	8002d00e0001
Roof tops (Multi)	8002d0070001
Time Attack Bonus Box	8002d0110001
Time Limit Cheat	8002d00d0001
Track Music Cheat	8002d0190001
Volcano (Multi)	8002d0050001
Woods (Multi)	8002d0080001

## California Speed GameShark Codes

Always Place 1st:	80151c010000
Have Camper:	800aaea30001
Have Dozer:	800aaea80001
Have Forklift:	800aaef00001
Have Ol' Truck:	800aaef90001
Have Semi:	800aaea70001
Have Squirrel:	800aaea8b0001
Have All Tracks:	81168f8cffff
Have Five Oh:	800aaef60001
Have Insect:	800aaef70001
Have Mano:	800aaea6b0001
Have Mt. Dew:	800aaef30001

# All-Star Baseball 2000

## All Kinds of codes

**Blind Code**

1 On the Main Setup Screen go to the Enter Cheats option and access it. On this screen, enter the following code: MYEYES and then press Start. You will see a text confirmation at the bottom of the screen that says, "MY EYES MY EYES. I'M BLIND." Now when you play a game, the background graphics will be all foggy and you will only be able to see the players clearly.

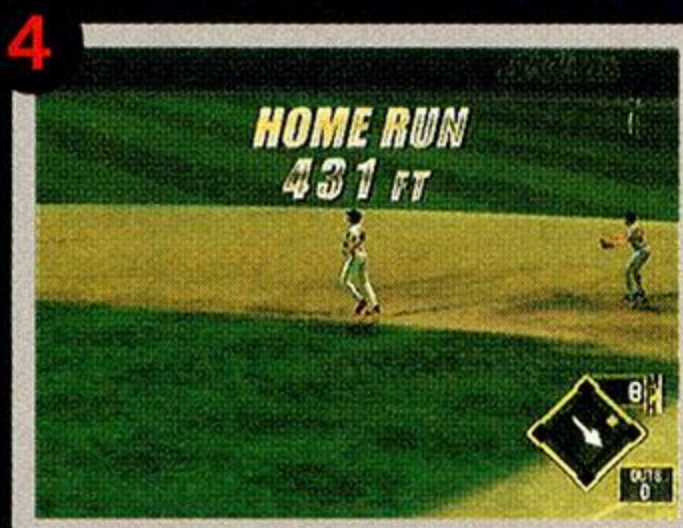
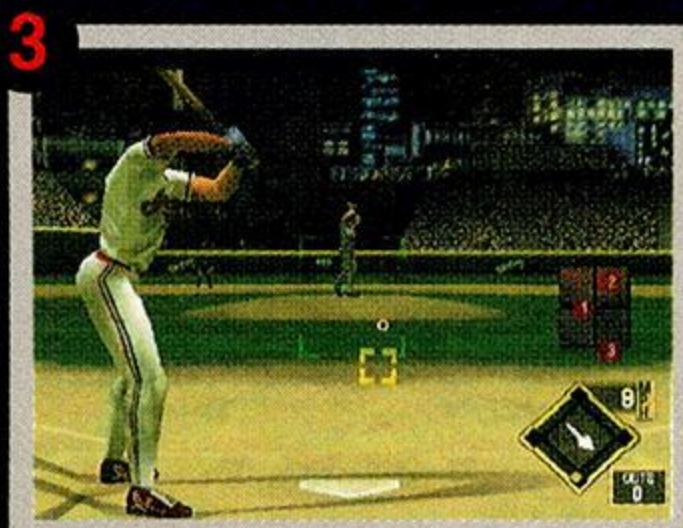
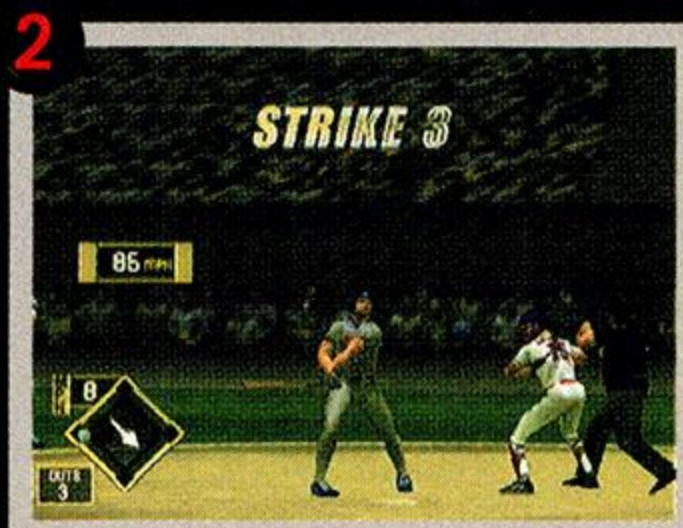
**Unhittable Fastball**

2 Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99% of the time.

**Easier Home Runs**

3 When you're up to bat, press the B button for a power hit. If you have the pitcher aid on, and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right.

4 If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.





Monsters Off/On:  
**L button, L-C button, L, R button, R-C button, R, L, L, R**  
 Invincibility:  
**R button** seven times then **L**  
 Turn items on:  
**R button, R-C button, R, L button, L-C button, L, R-C button, R**

### Extreme-G

#### Programmers' Faces

Go to the Bike Selection Screen. Press the **R button** to get to the Controls Screen. Move **Up** and access the Name option. Clear the current name and enter **XGTEAM** as the name. Press **Start**; listen for a sound to confirm the trick works. Now go back in and enter a programmer's name: **GREG, JUSTIN, ASH, SHAWN** or **JOHN**. In Practice or Time Trials Modes, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

### Extreme-G: XG2

#### Many Cool Codes

To get any of these codes to work, just get to the Bike Selection Screen and press the **R button** to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below:

**SPIRAL** - Causes the track to spin around.  
**2064** - Use paper airplanes/WipeOut-style ships in place of cyber bikes.  
**LINEAR** - Wire Frame Mode  
**XXX** - Unlimited Nitros  
**SPYEE** - Overhead view  
**NOPANEL**: Removes all the meters and text from the screen.  
**XCHARGE**: Receive an extra boost of speed and acceleration.

### F-1 World Grand Prix

#### Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

### Forsaken 64

#### Awesome Codes

**Turbo Crazy**: At the Title Screen where "Press Start" is scrolling, press **B, B, R button, Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!  
**Wire Frame**: At the Title Screen where "Press Start" is scrolling, press **L button, L button, R button, Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

### Fox Sports College Hoops '99

#### Various Codes

Enter the following codes at the Secret Codes Screen under the Options Menu for various results:  
**NOGGIN** - Gives you Big Head Mode.  
**GHOST** - Players become partially transparent.  
**Z-WOOD** - Secret Court  
**TEAM-Z** - Secret Team  
**NOFANS** - Remove bleachers and crowd.  
**TRAILS** - Transparent trails will follow the basketball.

**BUZZ** - Disable the Shot Clock.  
**THIRTY** - Activate a 30-second game.  
**HOMIE** - The referee calls fouls that favor the home team.

### Hexen 64

#### Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C buttons** on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:  
 God Mode: (invincibility) **Left-C, Right-C, Down-C**  
 Clipping: (go through walls) **Up-C 20 times, Down-C**  
 Visit: (Level Select) **Left-C, Left-C, Right-C, Right-C, Down-C, Up-C**  
 Butcher: (instant enemy death) **Down-C, Up-C, Left-C, Left-C**  
 Health: (100 percent health boost) **Left-C, Up-C, Down-C, Down-C**

### Gex 64

#### 99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:

**M758FQRW3J58FQRW4!**

This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with button **A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

### Glover

#### Codes, Codes and More Codes

To use the following codes press **Start** to pause the game while playing. Enter the following C-buttons while it is paused.  
**Infinite life**: **Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C**  
**Speed up spell**: **Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C**  
**Frog spell (become a frog)**: **Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C**  
**Secret cheat**: **Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C**  
**Call ball**: **Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C**  
**Checkpoints**: **Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C**  
**Death spell**: **Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C**  
**Low gravity**: **Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C**  
**Shift camera to the left**: **Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C**  
**Hercules spell (big Glover)**: **Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C**  
**Frog spell (turn people into frogs by pressing R)**: **Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C**  
**Open portals**: **Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C**  
**Locate garibs**: **Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C**  
**All cheats off**: **Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C**

### GoldenEye 007

#### Time Codes

Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:  
 Level 1: **Dam-Paintball Mode-Secret Agent-2:40**  
 Level 2: **Facility-Invincibility-00**

### Agent-2:05

Level 3: **Runway-DK Mode-Agent-5:00**  
 Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**  
 Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**  
 Level 6: **Silo-Turbo Mode-Agent-3:00**  
 Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**  
 Level 8: **Surface2-Tiny Bond-00 Agent-4:15**  
 Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**  
 Level 10: **Statue-Fast Animation-Secret Agent-3:15**  
 Level 11: **Archives-Invisibility-00 Agent-1:20**  
 Level 12: **Streets-Enemy Rockets-Agent-1:45**  
 Level 13: **Depot-Slow Animation-Secret Agent-1:30**  
 Level 14: **Train-Silver PP7-00 Agent-5:25**  
 Level 15: **Jungle-2x Hunting Knives-Agent-3:45**  
 Level 16: **Control-Infinite Ammo-Secret Agent-10:00**  
 Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**  
 Level 18: **Cradle-Gold PP7-Agent-2:15**  
 Level 19: **Aztec-2x Lasers-Secret Agent-9:00**  
 Level 20: **Egyptian-All Guns-00 Agent-6:00**

#### Bond Photos (via a GameShark)

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B19B 00**. For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

#### Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!  
**Same Player in Multiplayer**  
 Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

### Hexen 64

#### Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C buttons** on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new Cheat option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:  
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 Clipping: (go through walls) **Up-C 20 times, Down-C**  
 Visit: (Level Select) **Left-C, Left-C, Right-C, Right-C, Down-C, Up-C**  
 Health: (100 percent health boost) **Left-C, Up-C, Down-C, Down-C**  
 Under the Collect Option, enter the codes for these cheats:

## Micro Machines 64 Turbo

### Many Codes

#### Debug Mode

Pause the game and press **C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down** to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

- 1 Blow Up All Cars** -- Hold **X + C-Up + C-Right + C-Left**.
- 2 Turn into Level Object**: **Down, Down, Up, Up, Right, Right, Left, Left. Big Bounces**: **C-Left, Right, Right, Down, Up, Down, Left, Down, Down. Double Speed**: **C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.**  
**Slow CPU Cars**: **C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.**

- 3 Quit Race and Win** -- Press **Z + C-Down**. Note: This code doesn't work in time trials.

**Change Camera Angle** -- Hold **Z** and press **Up, Down, Left** or **Right**.

**Change Camera Zoom** -- Hold **Z** and press **L** or **R**.

**Turn Player into Computer Drone** -- Hold **Z** and press **C-Left**.

#### Cheat Codes

Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply re-enter it.







# SHADOWGATE 64<sup>®</sup>

## TRIALS OF THE FOUR TOWERS

June 1999 A.D.



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TRIALS OF THE FOUR TOWERS



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### Soccer TRICKS

#### International Superstar Soccer 64 New Teams, Big Heads

There are two ways you can find the hidden teams. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

#### FIFA Soccer 64 Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!



All keys: (acquire every key) **Down-C, Up-C, Left-C, Right-C**  
All weapons: (acquire every weapon) **Right-C, Up-C, Down-C, Down-C**

#### Killer Instinct Gold Many Special Codes

Colors Code: At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.

Gargos Code: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable as a normal character.

Random Select: Hold Up and press Start at the Character Selection Screen.

Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results:

Sabrewulf's Lair—U+1  
Maya's Jungle—U+2  
Gladius' Crash Site—U+3  
Tusk's Stone Henge—U+4  
Fulgore's Museum—U+5  
Orchid's Helipad—U+6  
Jago's Bridge—D+1  
Gargos' Castle—D+2  
Combo's Street—D+3  
Kim Wu's Dojo—D+4  
Spinal's Ship—D+5  
Sky Stage—D+5 (both players must press them)

#### Legend of Zelda: Ocarina of Time Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with **Up-C**) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and then throw a bomb right back at you!

#### Multiple Bottles Trick

Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and in mid-swing, press Start. On the Select Item Screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When you collect ammo for the item, it will go back. Warning: If you cover a needed weapon, you may not get it back!

#### Lode Runner 3D World Select

While in a level press Start to pause the game and hold the Z button. While holding Z, press: R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right.

A tone will sound and the option "Unlock Worlds" will appear.

Highlight the option and turn it to "Yes" to access all the worlds.

#### Madden NFL 99

##### Cheat Codes

On the Main Menu Screen, highlight and access the "Code Entry" Option. On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:

**Bonus Teams:**  
NFC Pro Bowl - **BESTNFC**  
AFC Pro Bowl - **AFCBEST**  
All-Madden Team - **BOOM**  
All-Time Stat Leaders - **IMTHEMAN**  
'60s Greats - **PEACELOVE**  
'70s Greats - **BELLBOTTOMS**  
'80s Greats - **SPRBWLSHUF**  
'90s Greats - **HEREANDNOW**

All-Time Greats - **TURKEYLEG**  
75th Anniversary Team - **THROWBACK**  
NFL Equipment Team - **GEARGUYS**  
1999 Cleveland Browns - **WELCOMEBACK**  
EA Sports - **INTHEGAME**  
Tiburon - **HAMMERHEAD**  
Bonus Stadium:  
Tiburon Stadium - **OURHOUSE**

#### Magical Tetris Challenge Line Clear Graph

Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press **A+B** simultaneously while playing.

#### MLB Featuring Ken Griffey, Jr. Pitcher Dance

When you are pitching, press **Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up** before you throw a pitch. Your pitcher will then dance right on the mound!

#### Home Run Griffey

Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left, Left, Right, Right, Right, Left, Left**. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

#### Win the World Series

To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.

Go to the Stadium Select Screen and press **Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C**, then **Z**. You will automatically be taken to the celebration!

#### Blow Up the Batter

When you are up to bat, press **Right, Left, Down, Right, Left, Up, Right, Left, Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

#### Mission: Impossible Many Different Codes

Enter all of these codes during the Mission (Level) Select Screen:

Uzi with 30 rounds: **Right-C, Left-C, Right-C, Down-C, R**

Mini-Rocket Launcher with 30 rockets:

**R, L, Left-C, Right-C, Down-C**

7.65 Silencer with 50 rounds: **Up-C, L, Right-C, Left-C, Up-C**

9mm HI POWER with 30 rounds: **R, L, Down-C, Up-C, Up-C**

After you enter a code correctly then you will hear Ethan say, "There, that's better."

#### Mortal Kombat Trilogy Various Cheats

To access an Extra Option Screen: At the Intro Story Screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the Options for the hidden Extra Option Menu.

To Select Kombat Zone: At the Player Select Screen, highlight Sonya and press Up+Start. The screen will shake and you will notice the Zone Select at the top.

To Play as Shao Kahn: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins hold Down+A+B.

Your fighter should morph when the fight begins.

To Play as Motaro: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins hold Left (on D-pad) +Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins.

To Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left (on D-pad) +Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.

### Star Wars: Episode 1 Racer

#### Podracer Codes

There is a special way you must enter these codes. First, you must choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file.

1 When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below:

**RRDUAL** - This lets you play the game with two separate controllers. Player one must use two controllers plugged into ports 1 and 3, and player two must use two controllers plugged into ports 2 and 4.

**RRJINNRE** - You must first unlock Mars Guo for this code to work. Once you do, put in this code, save it under any name and go into your file that has Mars unlocked. You will now be able to play as Jinn Reeso in place of Phuii.

**RRJABBA** - This code makes you invincible to damage and overheating. (Note: This code needs the Cheat Menu to be activated.)

**RRTHEBEAST** - This code activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

#### 2 Cheat Menu

To activate the RRJABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.





For Super Endurance Path: Press Down + Start while highlighting Kano at the Player Select Screen. The screen will shake. Then select the hardest path for Super Endurance.

### Mortal Kombat 4

#### Cheats Menu/Secret Characters

Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the **Block + Run** buttons at the same time for about 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!

Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot! Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** three times and **Left** once (highlighting Shinnok). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** two times and **Left** once (highlighting Reiko). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

(Note: This trick was done on a preproduction version of the game and is subject to change.)

### Mortal Kombat: Mythologies

#### Password Cheats

Go into the Password Option and enter them as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.

10 Vitality Urns: NXCVSZ

1,000 Lives: GTTBHR

View Credits: CRVDT5

Ultimate Cheat: ZCHRRY

Exploding Boss: RCKMND

### NASCAR 99

#### Hidden Announcer Car

To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): **Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z**. The Benny Parsons car will now appear!

### NBA Jam 99

#### Multiple Cheats

These codes are to be entered after pressing Start to pause in the middle of the game:

#### Automatically make your next shot:

L button, L button, C-Up, L button,

L button, C-Up, L button, L button, C-Up, Z

**Dunk from anywhere:** L button, L button, C-Down, L button, L button, C-Down, L button, L button, C-Down, Z

**Super push:** L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), Z

**Tie the score:** L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), Z

**Turn team on fire:** L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), Z

**Cancel activated cheats:** L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), Z

### NFL Blitz

#### Incredible Blitz Codes!

On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and

Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

**0-4-0-Up** Huge Head  
**1-1-1-Down** Tournament Mode (2P)  
**3-2-1-Left** No Head  
**1-2-3-Left** Super FGs  
**1-2-3-Right** Headless Team  
**0-1-0-Up** Late Hits  
**0-5-0-Right** Big Football  
**2-0-0-Right** Big Head  
**5-0-0-Left** No Stadium  
**1-5-1-Up** No Punting  
**4-3-3-Up** Invisible  
**2-1-2-Left** Clear Weather  
**5-3-4-Down** Lights Out  
**5-2-5-Down** Weather: Snow  
**0-3-2-Left** Fast Turbo Running  
**0-0-1-Down** Show FG%  
**0-1-2-Down** No CPU Assistance (2P)  
**0-3-0-Down** Fog on  
**0-4-1-Down** Thick Fog  
**3-1-4-Down** Smart CPU  
**4-2-3-Down** No Random Fumbles  
**2-0-3-Right** Big Heads (team)  
**2-1-0-Up** No First Downs  
**1-4-1-Right** Big Players  
**3-1-0-Right** Mall Players  
**1-1-5-Left** No Play Selection (2P)  
**0-4-5-Up** Super Blitzing  
**2-5-0-Left** Fast Passes  
**2-1-1-Left** Allows Out Of Bounds  
**5-1-4-Up** Infinite Turbo  
**2-3-3-Up** Power-up Teammates  
**3-1-2-Left** Power-up Blockers  
**4-2-1-Up** Power-up Defense  
**0-2-1-Right** Show More Field (2P)  
**1-0-2-Right** Hide Receiver Name  
**4-0-4-Left** Power-up Speed (2P)  
**2-2-2-Right** Night Game  
**5-5-5-Right** Weather: Rain  
**5-5-5-Up** Hyper Blitz  
**3-4-4-Up** No Interceptions

#### Hidden Players

When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

<b>Turmel</b>	<b>0322</b>	Mark Turmell
<b>Sal</b>	<b>0201</b>	Sal Divita
<b>Jason</b>	<b>3141</b>	Jason Skiles
<b>Jenifr</b>	<b>3333</b>	Jennifer Hedrick
<b>Daniel</b>	<b>0604</b>	Dan Thompson
<b>Japple</b>	<b>6660</b>	Jeff Johnson
<b>Root</b>	<b>6000</b>	John Root
<b>Luis</b>	<b>3333</b>	Luis Mangubat
<b>Mike</b>	<b>3333</b>	Mike Lynch
<b>Gentil</b>	<b>1111</b>	Jim Gentile
<b>Brain</b>	<b>1111</b>	Brain
<b>Forden</b>	<b>1111</b>	Dan Forden
<b>Skull</b>	<b>1111</b>	Skull
<b>Carltn</b>	<b>1111</b>	Headless Guy
<b>Shinok</b>	<b>8337</b>	Shinnok from Mortal K.
<b>Raiden</b>	<b>3691</b>	Raiden from Mortal K.

#### Other Secret Players

Enter these codes the same way as the ones above.

<b>Thug</b>	<b>1111</b>	Van	<b>1234</b>
<b>Billz</b>	<b>0526</b>	Zz	<b>1221</b>
<b>Jimk</b>	<b>5651</b>	Marka	<b>1112</b>
<b>Ed</b>	<b>3246</b>	Todd	<b>1122</b>
<b>Mitch</b>	<b>4393</b>	John	<b>5158</b>
<b>Josh</b>	<b>4288</b>	Ryan	<b>029</b>
<b>Beth</b>	<b>7761</b>	Brian	<b>0818</b>
<b>Grinch</b>	<b>2220</b>	Paulo	<b>0517</b>
<b>Lt</b>	<b>7777</b>	Nico	<b>4440</b>
<b>Gatson</b>	<b>1111</b>	Guido	<b>6765</b>
<b>Rog</b>	<b>8148</b>	Monty	<b>1836</b>
<b>Shun</b>	<b>0530</b>	Gene	<b>0310</b>
<b>Paula</b>	<b>0425</b>	Dbn	<b>6969</b>

### NFL Quarterback Club '99

#### Cheat Codes

On the Main Menu, access the Enter Cheat Option and enter any of these codes:

Fat Players: **MRSHMLLW**

More Injuries: **HSPTL**

Skinny Players: **TTHPCK**

Turbo Running: **SPRTRBMD**

Opponents Score 0: **RLSTN**

Start with 12 points: **SHTOUT**

Alien Stadium: **SCLLYMLDR**

Huge Pylons: **PWRPYLNS**  
 Super-Size Football: **BCHBLL**  
 Unlimited Turbo: **TRBMN**  
 No Fumbles: **STCKYBLL**  
 Play in Slow Motion: **FRRSTGMP**  
 8 Downs: **DBLDWNS**  
 Cheat Teams: **XTRTMS**  
 Electric Football Mode: **XTRVLTG**  
 Always Fumble: **BTRFNGRS**  
 He's On Fire!!!: **HSNFR**  
 Pinball Mode: **PNBLL**  
 Fat Players: **MRSHMLLW**  
 Big Coin in Coin Toss: **BGMNY**  
 Flubber Ball: **FLBBR**  
 Land Mine Mode: **PPCRNRTRNS**  
 Super Kickers: **PWRKCKR**  
 Rugby Mode: **RGBY**  
 Mega Injuries: **HSPTL**  
 Skinny Players: **TTHPCK**  
 Racquetball Mode: **RCQTBLL**  
 Superslippery Mode: **SLPNSLD**

### NHL Breakaway 99

#### All Cheats

At the Main Menu Screen, quickly press **C-Left, C-Right, C-Left, C-Right, R, R**. A Cheat Menu Option will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

### Nightmare Creatures

#### Cheat Menu

To access the Cheat Menu, access the Password Option from the Main Menu. On the Password Screen, enter the code **Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down**. A Cheat Menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

### Off-Road Challenge

#### Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:

**El Cajon Track** - On the Track Selection Screen, hold **Up** on the control pad and press the **L + R** buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A** button.

**Flagstaff Track** - On the Track Selection Screen, hold **Left** on the control pad and press the **L** button. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A** button.

**Guadalupe Track** - On the Track Selection Screen, hold **Down** on the control pad and press the **R** button. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A** button.

**Monster Trucks** - On the Truck Selection Screen, press one of the following **C** buttons to get the alternate Monster Truck:

**Left-C** = Thunderbolt

**Right-C** = The Crusher

**Up-C** = 4x4 Monster

**Down-C** = Punisher

### PilotWings 64

#### Jumble Hopper

First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

### Quake 64

#### Debug Menu

Go to the Load Screen from the Main Menu.



## GameShark CODES

### Bust-A-Move 99

#### GameShark Codes

Ceiling Never Drops P1	810ecdee0000
Ceiling Never Drops P2	810ecede0000
Ceiling Never Drops P3	811588460000
Ceiling Never Drops P4	811589740000
Infinite Time To Set Pieces P1	810ece2c0000
Infinite Time To Set Pieces P2	810ecf1c0000
Infinite Time To Set Pieces P3	811588400000
Infinite Time To Set Pieces P4	811589360000
P1 Always Gets Bubbles	800ece590007
P1 Never Gets Bubbles	800ece590000
P2 Always Gets Bubbles	800ecf490007
P2 Never Gets Bubbles	800ecf490000
P3 Always Gets Bubbles	801588b10007
P3 Never Gets Bubbles	801588b10000
P4 Always Gets Bubbles	801589a10007
P4 Never Gets Bubbles	801589a10000

### Ken Griffey Jr's Slugfest

#### GameShark Codes

1 Ball & You Walk	do21ac470000
1 Ball & You Walk	8021ac470003
1 Out & You Are Out	do21ac410000
1 Out & You Are Out	8021ac410002
1 Strike & You Are Out	do21ac480000
1 Strike & You Are Out	8021ac480002
2 Balls & You Walk	do21ac470000
2 Balls & You Walk	8021ac470002
2 Outs & You Are Out	do21ac410000
2 Outs & You Are Out	8021ac410001
2 Strikes & You're Out	do21ac480000
2 Strikes & You're Out	8021ac480001
3 Balls & You Walk	do21ac470000
3 Balls & You Walk	8021ac470001
Away Team Scores 0	80104e5d0000
Away Team Scores 50	80104e5d0032
Home Team Scores 0	80104e5c0000
Home Team Scores 50	80104e5c0032
Infinite Balls	8021ac470000
Infinite Strikes	8021ac480000
Master Code (Must Be On)	de0616000000

### In The Zone '99

#### GameShark Codes

Away Team Scores 0:	8129195c0000
Away Team Scores 150:	8129195c0096
Home Team Scores 0:	812903780000
Home Team Scores 150:	812903780096
Infinite Time Outs Away:	802919580007
Infinite Time Outs Home:	802903740007



### Arcade CODES



Key:  
T = Turbo button,  
S = Shoot button,  
P = Pass button.

Press the buttons the number of times shown and then press the joystick in the direction shown after the buttons are pressed.

Shot Percentage - P=1x + Down

Show Hotspot - T=1x + Down

Tournament Mode - T=1x, S=1x,  
P=1x + Down

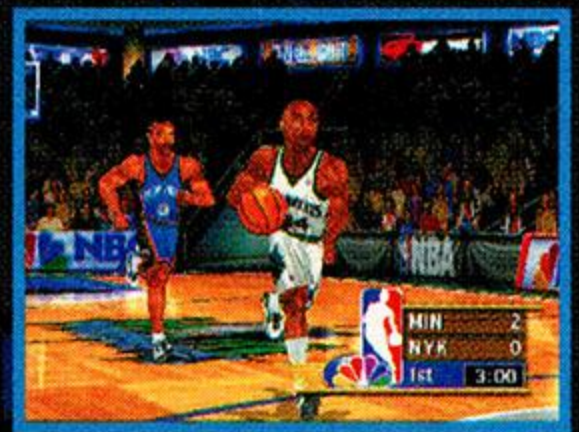
Fog On - T=1x, S=2x, P=3x + Up

ABA Ball - T=2x, S=3x, P=2x +  
Right

Big Head - T=2x + Right

No Replays - T=3x, S=3x, P=1x +  
Left

Rainy Days - T=1x, S=4x, P=1x +  
Left



When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all Q's for your password. It should say that you have entered an Invalid Password. Now press B to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

#### Rush 2: Extreme Racing USA Cheat Menu and More

**Cheat Menu:** At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.

**Massive Mass Cheat:** In the Cheat Menu, highlight the Cheat and hold L+R and press Up-C, Down-C, Left-C, Right-C.

**Killer Rats Cheat:** In the Cheat Menu, highlight the Cheat and hold L+R and press Z, Z, Z, Z.

**New York Cabs Cheat:** In the Cheat Menu, highlight the Cheat and press R, L, Z, Up-C, Down-C, Up-C.

**Resurrect In Place Cheat:** In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

**Frame Scale Cheat:** In the Cheat Menu, highlight the Cheat and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

**Tire Scaling Cheat:** In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.

**Auto-Abort Cheat:** In the Cheat Menu, highlight the Cheat and quickly press Up-C four times.

**Game Timer Cheat:** In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

#### All Cheats

At the Setup Screen, hold C-Up+C-Down+C-Left+C-Right+ L+R+Z. The Cheat Menu will appear. Then go into the Cheat Menu, highlight any Cheat Option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.

#### San Francisco Rush Change Car Appearance

These codes are done on the Car Select Screen.

**Back Tire Size:** Press and hold Right-C, then Left-C, release and reverse.

**Car Size:** Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

**Drive Burning Hulk:** Hold Up-C and press Z, Z, Z, Z.

**Front Tire Size:** Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.

**Turn Car Into Mine:** Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

#### Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P  
G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car.

On the Car Select Screen: Hold Left-C, then Z and release them. Press Left. On the Setup Screen: Hold Up-C, then Z and release them. Press Up.

On the Car Select Screen: Hold Down-C, then Z and release them. Press Down, L button, R button. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

#### S.C.A.R.S.

##### Cars and Cups

On the Option Settings Screen, move down to the "Password" Option and enter one of these codes for the results shown:

**Crystal Cup** - LGSSSX

**Diamond Cup** - CRKKYY

**Zenith Cup** - DZPKKK

**Master Mode** - PXPRTS

**Scorpion Car** - SDSRT

**Cobra Car** - TRTTL

**Cheetah Car** - NRNNRR

**Panther Car** - YMSTTR

**All Cars and Tracks** - WLLVDD

##### Open All Secrets

At the Player Select Screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

#### Shadows of the Empire More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: Wampa Stompa (One space before Wampa, two spaces before Stompa).

Begin playing a level; press Start to pause. Now press and hold the following buttons simultaneously: L button, R button, Up-C, Down-C, Left-C, Right-C, Z and Left on the D-pad. With all of these held (here comes the tricky part), press the Analog Stick halfway to the Left and wait until you hear a low beep. Now press halfway to the Right and wait for the low beep again. Press halfway to the Left again and wait for the beep, and then again halfway Right. Do it once more halfway Left. If done properly, you should see pink text above all the other options on the top of the screen.

Use the L and R buttons or Left and Right on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, anti-aliasing, texture, lighting, fog, next level, kill Dash and much more! Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held, hold halfway Left on the Analog Stick and the debug text will reappear.

#### Snowboard Kids 2

##### Hidden Stage and Cool Colors

On the Title Screen, press Z, B, C-Up, Down (D-pad), Left (Analog Stick), Right (Analog Stick), Up (D-pad), R, Z, A. You will hear an evil laugh if it is done correctly.

Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

#### South Park

##### All Characters in Multiplayer

From the Main Menu Screen, choose the Enter Cheat Option.

On the Secret Decoder Screen, enter OMGTKKYB as your code, and then press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

##### Ultimate Cheat and More

To activate the ultimate cheat (all the cheats in the game) enter: BOBBYBIRD

For Level Select enter: THEEARTHMOVED

For Skinny Characters enter: VEGGIEHEAVEN

For Big Headed Characters enter: MEGGANOGGIN

For Credit Cheat (No game is without it!) enter: SCREWOUGUYS

For Infinite ammo, enter the password: FATTERKNACKER.

For All Weapons, enter the password: FATKNACKER.

For Invincibility, enter the password: ASSMAN.

For Pen and Ink Mode, enter the password: PLANEARIUM.

#### Space Station Silicon Valley Hidden Level

From the Saved Game Select Screen, press: Down, Up, Z button, L button, Down, Left, Z button, Down. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press Left to back up one zone and you will see the hidden level!

### WipeOut 64

#### Many Codes



#### 1 All Ships

At the Main Menu, do the following button sequences: Hold Z+L+R. Quickly press Down-C 4 times, Right-C once, Up-C once, Left-C. After you enter the code, you'll see a green flash on the screen.

#### 2 Infinite Energy

Hold Z+L+R while playing and then press these buttons: Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.

#### 3 Infinite Weapons

Hold Z+L+R while playing and press: Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.





# TILTPAK™

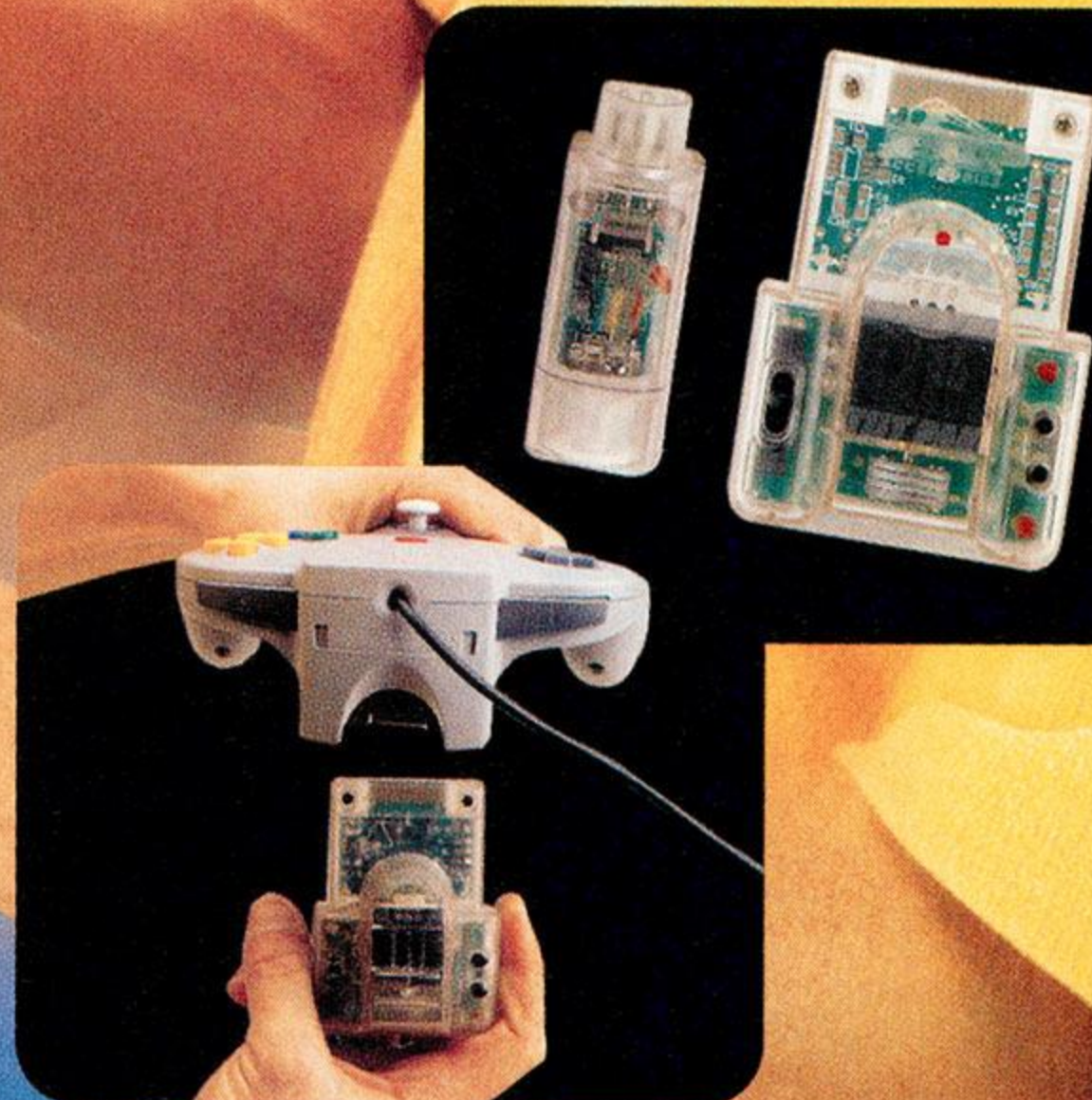
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FOR NINTENDO® 64

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JUST YOUR MOVEMENTS

TILTPAK's high-tech wizardry allows you to calibrate and customize the motion sensitivity and rumble on your control pad.

Give your thumb a rest and let Tilt Pak's™ Motion-Sensing technology control the game action.

Simply tilt your controller in the direction you want to move, and with Tilt Pak's enhanced rumble feature and motion sensing technology, you'll score an ultra realistic gaming experience.



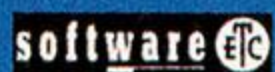
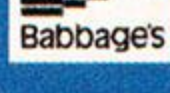
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### WCW Nitro

#### Various Codes

##### 1 Big Heads

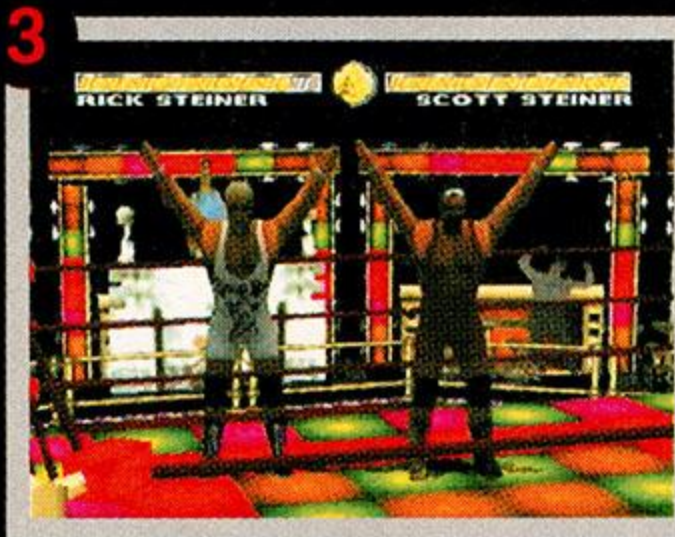
On the Title Screen with the Main Menu, press Right-C seven times, R, Z for big heads.

##### 2 Big Heads, Hands and Feet

On the Title Screen with the Main Menu, press R seven times, Right-C button, then hit Z.

##### 3 Dance Move

First you must unlock the extra rings to do this trick. (On the Title Screen, press Left-C button, L Button, Right-C button, R button and Z button) Choose the Disco Ring from the Options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.



### Super Smash Bros.

#### Game Cheats

##### Borrow a Life

When playing a team multiplayer match, if you are defeated, but your teammate still has one or more life in stock, you can use one of his life to get back in the action by pressing **A+B+Z+Start**. Be sure to ask for permission from your friend.

##### Change Outfits

You can change your character's outfits by tapping the four C buttons at the Character Select Screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

### Star Wars: Rogue Squadron

#### Many Cheats

Luke Gets A New Head Code: At the Passcodes Screen enter **HARDROCK**. Then go back to the Main Screen and wait

until the demo begins. Once it starts, press A to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head! Fly the Millennium Falcon: At the Passcodes Screen enter **FARMBOY**.

Fly the TIE Interceptor: At the Passcodes Screen enter **TIEDUP**.

The TIE Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon Cheat and the TIE Interceptor Cheat, go over to the Millennium Falcon then press Up on the Analog Stick. The camera will pan around to the TIE Interceptor!

All power-ups: At the Passcodes Screen enter **TOUGHGUY**.

### Top Gear Rally

#### Many Cheats

Here are various cheats and secrets. These first two codes must be done while in a race. PlayStation Mode: B, L, R, U, L, Z, R Rainbow Mode: C Down, Z, B, U, U, R Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons and all four C buttons, and press either Up or Down. After you do that hold the L and R shoulder buttons, either Up or Down on the control pad and press any C button.

Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the Car Selection Screen.

### Triple Play 2000

#### Baseball Codes

Three Balls - When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs - Hold L+R+Z and press Down, Up on the pad or Analog Stick. This is a quick way to end the innings!

### Turok: Dinosaur Hunter

#### The Big Cheat

This code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: **NTHGTHDGCRTDTRK**. Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

### Turok 2: Seeds of Evil

#### Hidden Stage and Cool Colors

Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.

Access the Cheats Option to turn on the cheats of your choice.

To get Big Head Mode enter:

**UBERNOODLE**

To get Stick Mode enter: **HOLASTICKBOY**

To get Big Hands and Feet Mode enter:

**STOMPEN**

To get Tiny Mode enter: **PIPSQUEAK**

To get Pen and Ink Mode enter: **IGOTABFA**

To get Gouraud Mode enter:

**WHATSATEXTUREMAP**

To access Juan's cheat enter:

**HEERESJUAN**

To access Zach's cheat enter: **AAHG00**

To access the Blackout cheat enter:

**LIGHTSOUT**

To make your characters wear frooty stripes enter: **FROOTSTRIPE**

#### Unlock All Cheats

To unlock every cheat in the game, go to the Main Menu and access the "Enter Cheat" Option. Now enter the following code:

**BEWAREOBLIVIONISATHAND**.

This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu to turn them on or off.

#### Co-op Single Player Levels

(Note: Must have "unlock all cheats" opened for desired level.

Begin a game in Multi (works best with two),

go to the Cheats Menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any Boss or level. Be careful about warp points; enter at the same time or it will screw up the game by loading two maps at once!

### Rush 2: Extreme Racing USA

#### Cheat Menu and More

Cheat Menu: At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.

#### All Cheats

At the Setup Screen, hold C-Up+C-Down+C-Left+C-Right+ L+R+Z. The Cheat Menu will appear. Then go into the Cheat Menu, highlight any Cheat Option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.

### Vigilante 8

#### Multiple Cheats

From the Title Screen, access the Options Menu. In the Options, go to the Passcode Option and enter any of the following codes for the results as shown:

For reduced gravity enter:

**A\_MOON\_GETAWAY**

For no enemies present enter:

**POPULATION\_OUT**

For no damage enter:

**LIVING\_FOREVER**

For all ending movies to play in sequence enter:

**LONG\_SLIDESHOW**

Players can choose the same car, and to one belonging to enemy in 2P Quest:

**MIX\_MATCH\_CARS**

Unlocks all cars except flying saucer:

**GANGS\_UNLOCKED**

Unlocks the flying saucer:

**GIMME\_DA\_ALIEN**

Unlocks hidden levels:

**LEVEL\_SHORTCUT**

For enhanced missile enter:

**MISSILE\_ATTACK**

For hardest difficulty level enter:

**I\_AM\_TOUGH\_GUY**

For slow motion mode enter:

**GO\_REALLY\_SLOW**

For ultra high-res display mode enter:

**MAX\_RESOLUTION**

For no weapon delay while firing enter:

**FIRE\_NO\_LIMITS**

To unlock everything enter:

**JTBT7CFD1LRMGW**

### Virtual Pool 64

#### Rotate CPU Cue Stick

While the CPU is taking a shot, press R to change to the overhead view. Now you can rotate the CPU's stick to mess up its shot.

### WCW Nitro

#### All Wrestlers, Extra Rings and Balloon Heads

All of these codes are to be entered at the Title Screen:

#### All Wrestlers

Right-C (4X), Left-C (4X), R (4X), L (4X), Z

#### Extra Rings

Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z

**Balloon Heads** (Damage to wrestlers makes their heads swell)  
Press Left-C (7x),  
L, Z.

### Wetrix

#### Change Floor Sets

If you complete all 16 practice rounds, the background color of the Main Screen will change to red. Go to the Options Screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

## Flashback! Genesis Movie Madness!

### Batman Forever

#### Cheat Menu

At the Start Screen enter: Left, Up, Left, Left, A, B, Y for a six-button controller or take off the Y for a three-button controller. The LULLA-BY code will give you access to Level Select, Sound Select, All Weapons, One-Hit Kills, etc.

### Jurassic Park

#### Stage Select & Sound Test

First, highlight the Options and press START. Press START again to exit the Options. Highlight "Password" and press START. Put in this password: NYUKNYUK. Now highlight either the ← or the → arrows. Press and hold A, B, C and START one button at a time. A "Second Controller Enabled" message appears. Highlight "Exit," press any button and then start the game. The Stage Select and Sound Test will now appear!

### Toy Story

#### Invincibility & Level Select

To turn Woody invincible, just enter the second level, "Red Alert" and collect seven and only seven stars, then jump into the toybox. Press Down for about five seconds or until you see the top-left star start spinning. This means you are now invincible! For a Level Skip, enter: A, B, Right, A, C, A, Down, A, B, Right, A at the Title Screen. While in the game, press Start to pause and hit A.

### True Lies

#### Various Codes

Enter the corresponding passwords in the Password Screen to gain infinite lives, energy and all weapons:

**BGLVS** - Infinite Lives

**BGGRLY** - Infinite Energy

**BGWPNs** - All Weapons

After entering these, press "End" and begin playing.

#### Level Passwords

2. **BRMKNRD**

3. **CXGJMQC**

4. **FVJBKXF**

5. **HCHDXVH**

6. **FBJNDBN**

7. **HJBGBJC**

8. **JFFFZHB**





# V-Mem™ Word Find

I T I U M S W O H I H E K T  
 W H M V F A S T E S T A T H  
 D **S A V I N G** N I S I I M E  
 A C K E N I O B N D W A S R  
 I A E E D F H **I** S T O R Y P  
 D N A C I T O **S** S I I E P E  
 N O H R N S N M Y I M M U T  
 W T I E G M T **N O T** O N E Q  
 A Y K W R L S H U N D **A** O Y  
 S A V E A S I E R L U Y **G** S  
 M D X I Y O N A U G T H **A** N  
 K E S L M H W O I T R U **M** T  
 B L A P E I H N O S A V **E** E  
 E Q W N I S A S X S H W U V

- 1) FINDING
- 2) YOUR
- 3) SAVE
- 4) WITH
- 5) THE
- 6) FASTEST
- 7) LAP
- 8) TIME
- 9) IN
- 10) DAYTONA
- 11) HISTORY
- 12) SHOULD
- 13) BE
- 14) EASIER
- 15) THAN
- 16) IT
- 17) WAS
- 18) TO
- 19) MAKE
- 20) IT
- ~~21) SAVING~~
- ~~22) IS~~
- ~~23) NOT~~
- ~~24) A~~
- ~~25) GAME~~

## Directions:

Plug V-Mem™: Virtual Memory Card System into your PlayStation®. Icons of 60 memory cards will appear on your TV screen. Use your controller to scroll to the card of your choice. Start your game. Load your save. Safe, organized data that's easier to find and faster to retrieve. Just like a hard drive for your game console. You save a game to beat it. But you can't beat it if you can't find it.





### GameShark CODES

#### Army Men 3D

##### GameShark Codes

Infinite Ammo: 80057fd22400  
Infinite Flamethrower Fuel: 80058e3e2400  
Infinite Health: 800432a02400

#### Baseball 2000

##### GameShark Codes

Press L2 for more Creation Points:  
d007c4200001 801eb6240048

#### Eliminator: V.A.C.

##### GameShark Codes

Infinite Health P1: 801142720258  
Infinite Time: 800f43b44649

#### Fisherman's Bait

##### GameShark Codes

Disable Timer: 800b0f5476a8  
Infinite Credits: 800b060a0009

#### Gex 3: Deep Cover Gecko

##### GameShark Codes

Extra Files: d00aa5d40001 800aa5d400032  
Invincibility: 800b37b80005

#### Guardian's Crusade

##### GameShark Codes

Infinite Rubies: 801b5518ffff  
Max HP: 801cd79c03e8  
Max PP: 801cd79e03e8

#### Legend of Legaia

##### GameShark Codes

100 AP for Vahn: 800848160064  
100 AP for Gala: 8008503e0064  
100 AP for Noa: 80084c240064  
Gala at Level 99: 800850600063  
Game Time 0:00:00: 800845700000

Max AGL for Vahn: 8008481803e7 8008482a03e7  
Max AGL for Gala: 8008504003e7 8008505203e7  
Max AGL for Noa: 80084c2c03e7 80084c3e03e7  
Max ATK for Vahn: 8008481a03e7 8008482c03e7  
Max ATK for Gala: 8008504203e7 8008505403e7  
Max ATK for Noa: 80084c2e03e7 80084c4003e7  
Max INT for Vahn: 8008482203e7 8008483403e7  
Max INT for Gala: 8008504a03e7 8008505c03e7  
Max INT for Noa: 80084c3603e7 80084c4803e7  
Max LDF for Vahn: 8008481e03e7 8008483003e7  
Max LDF for Gala: 8008504603e7 8008505803e7  
Max LDF for Noa: 80084c3203e7 80084c4403e7  
Max SPD for Vahn: 8008482003e7 8008483203e7  
Max SPD for Gala: 8008504803e7 8008505a03e7  
Max SPD for Noa: 80084c3403e7 80084c4603e7  
Max UDF for Vahn: 8008481c03e7 8008482e03e7

#### Akuji: The Heartless

##### Debug Mode

Press Start to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug Menu to appear. You can choose many options, including your starting level!

##### Invincibility

Press Start to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

#### Andretti Racing

##### Hidden Cars

Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

##### Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

#### Apocalypse

##### Cheats and Codes

To enable cheats, pause the game and hold down the L1 button and then input the code.

Invincibility - Down, Up, Left, Left, Triangle, Up, Right, Down

All Weapons - Square, Circle, Up, Down, X, Square

Unlock Levels - Triangle, Up, X, Down

Debug Info Cheat - Down, Down, Triangle

Area Select - Square, Circle, X.

Infinite Lives - Triangle, Circle, X, Square.

Fill Health - X, Triangle, Circle.

Skip Check Points - Triangle, Square, Circle, X.

#### Armored Core: Project Phantasma

##### Views, Names and Emblems

##### Fixed Camera:

Press and hold the Circle+X buttons simultaneously. While doing this, press Start. Press Start again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.

##### Cockpit View:

Press and hold the Triangle+Square buttons down simultaneously. While doing this press Start. Press Start again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.

##### Change Pilot's Name:

With "A.C. Name Entry" highlighted, press and hold the Select button. Then press the X button. You will now be able to change your originally registered pilot's name.

##### Emblem as Raven's Nest Wallpaper:

While in "Edit Emblem," press and hold the L1 and R1 buttons and then press Select. The selected emblem will now be tiled over the background.

#### Army Men 3-D

##### Invincibility and All Weapons

After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be put in within about two seconds to work:

##### Make Sarge Invincible:

Square, Circle, L1, L1+L2 (Simultaneously)

##### All the weapons:

Square, Circle, R1, L1, R1+R2 (Simultaneously)

#### Asteroids

##### Cool Asteroids Codes

On the Title Screen when "Press Start" is

flashing, press and hold the Select button and press the following buttons in this order for the results as shown:

Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle

Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square

Level Select - Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels, zones and turn the collision off by simultaneously pressing Select+Start and then choosing the option you want and pressing L1 to activate that cheat.

Classic Asteroids Codes - The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle

99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle

Invincibility - Down, Down, Up, Up, Circle, Square, Triangle, Triangle

#### Battle Arena Toshinden 3

##### Infinite Soul Bombs

Just begin a match and then press Start to pause. Then enter the "KeyConfig" Option and change your L1, L2, R1 or R2 keys to soul bombs. Then go back into your game, press the button you configured as "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." By continuously doing this procedure you can perform as many Soul Bombs as you'd like to keep your opponent from even laying a hand on you!

##### Random Select

Just go to the Character Select Screen, then

## Bust-A-Move 4

### Awesome Cheats



1 Enter these codes quickly at the Title Screen while the words "Press Start Button" flash:

2 All Characters - Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

3 Tarot Reading - Up, Triangle, Down, Triangle, Up (this opens in the Option menu). You will hear a cheering sound to confirm that it worked.

Different Puzzles - Triangle, Left, Right, Left, Triangle (this opens in Puzzle Mode). You will hear a cheering sound to confirm that it worked.

4 Talk Demonstration - Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. (You must have put in the All Characters and Tarot Reading first, for this to work.) You will hear a cheering sound to confirm that it worked.



## Bust-A-Move 99

### New Puzzles



At the Title Screen where it tells you to "Press Start Button," press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen if you did it right. Now press Start and go into Arcade Mode. Choose "Puzzle" from the Game Select Screen. Choose your difficulty and your character.

1 Now pick your starting level (A or B) and you will have new puzzle challenges!



## GEX 3: Deep Cover Gecko

### Loads o' Codes

#### Debug Menu

① Press Start to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug Menu. Within this menu is the option to choose your starting level and more!

#### Invincibility

② To make GEX invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

#### Blabbermouth GEX

To hear all of GEX's phrases, press Start to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear GEX's comments whenever you want.



## Clock Tower: Ghost Head

### School Uniform

① At the Title Screen, hold L1+R2+Select+Triangle. Now start the game. Your character will now be in a school uniform!



press and hold the top four buttons on your controller. Once you let go, the computer will choose your next character.

### Bomberman World

#### Stage and Cheat Codes

Just enter the following codes at the Password Screen to enable the codes.

#### Level Codes:

Stage 1-1: 2180	Stage 1-2: 1986
Stage 1-3: 1910	Stage 1-4: 2911
Stage 1-5: 1060	Stage 2-1: 2008
Stage 2-2: 0718	Stage 2-3: 1704
Stage 2-4: 1401	Stage 2-5: 2701
Stage 3-1: 0902	Stage 3-2: 0209
Stage 3-3: 2713	Stage 3-4: 1068
Stage 3-5: 3639	Stage 4-1: 9174
Stage 4-2: 0648	Stage 4-3: 2736
Stage 4-4: 0588	Stage 4-5: 1891
Stage 5-1: 6235	Stage 5-2: 2238
Stage 5-3: 1207	Stage 5-4: 3021
Stage 5-5: 0351	

#### Full Power:

Stage 1: 1197	Stage 2: 1418
Stage 3: 7310	Stage 4: 2777
Stage 5: 3623	

#### Pure War: 1622

#### Crazy Blocks: 6833

#### Battle Megamix: 8686

#### Extra Battle Stages: 3636

### Bust A Move 4

#### Another World

You'll get an entirely new set of levels when you enter this code.

At the Title Screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game Menu, choose Puzzle and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of new stages!

### Buster Brothers Collection

#### Stage Select and Expert Mode

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

### C: The Contra Adventure

#### Many Cheat Codes

Input the combinations on the Main Menu Screen.

**Level Select** - Left, Up, Right, Square, Square, Triangle, Triangle, Down

#### Unlimited Lives

- Up, Right, Square,

Triangle, Right, Left, Square, Triangle

#### Unlimited SuperBombs

- Square,

Square, Right, Down, Down, Left,

Square, Triangle

#### Super Machine Gun

- Right, Right,

Square, Triangle, Right, Left, Down, Down

#### Movie Player

- Triangle, Triangle, Down,

Square, Up, Up, Left, Triangle

### Circuit Breakers

#### Many Codes

#### All Tracks in One-player Mode:

If you want to have all the tracks in One-player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND then go to FX and press L1+L2.

#### Better Engine in Two-player Mode:

When you're about to select a track, press X+Square+Triangle+Circle. A picture of an engine should appear at the bottom of the screen if you are successful.

#### Jumping Bean Cars in Multiplayer Mode:

When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.

#### Race at Night:

When you're about to select a track, just push L1+L2+R1+R2 to play at night.

#### Reverse Tracks in Multiplayer Mode:

On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.

#### Upside-Down Tracks:

When you're about to select a track, press L2+R2+X+Down. A sweeping arrow should be drawn at the bottom of the info. panel.

### Colony Wars: Vengeance

#### Password Cheats

Here are some password cheats for Colony Wars 2 (all are case-sensitive):

Enter all at the Password Screen.

Invincibility: **Vampire**

All weapons: **Tornado**

Primary weapons available: **Dark Angel**

Infinite secondary weapons: **Chimera**

Infinite afterburners: **Avalanche**

Infinite money: **Hydra**

All ships: **Thunderchild**

FMV and Mission Select: **Demon**

All missions, all ships, infinite secondary

weapons, etc: **Blizzard**

Disable Cheats: **Stormlord**

### Civilization 2

#### Money Code

After you create your first city, go to the "City" Option and access it.

In the City Screen, choose "Rename" and enter the name of your city as shown:

**\_CasH** When you enter the upper case



## GameShark CODES

### Ehrgeiz

#### GameShark Codes

All Movies	801f1a00ffff
Extra Characters	801f19fcffff
Extra Characters	801f19feffff
Infinite Health P1	8011eade00b8
Infinite Health P2	801228f200b8
Max Power Bar P1	8011f7d600do
Max Power Bar P2	801235ea00do
No Health P1	8011eade0000
No Health P2	801228f20000
No Power Bar P1	8011f7d60000
No Power Bar P2	801235ea0000

### GTA London 1969

#### GameShark Codes

Infinite Lives	800813de2400
No Cops	8002be080000
Press R1 & Select For Weapons	d003c5280801
	500004010000
	3002bf7d0063
Press R2 & Select For Key	d003c5280201
	8002bf8a0001

#### NHL '99

No Fatigue	d00b8da4001a
	800b8da62400
	d00b8fcc001a
	800b8fce2400

### Triple Play 2000

#### GameShark Codes

Infinite Balls	300583e20000
Infinite Strikes	300583e10000

### Uprising X

#### GameShark Codes

All Weapons and Ammo	
801907f60063	801907f80063
801907fa0063	801907fc0063
	801907fe0063

### Ridge Racer Type 4

#### GameShark Codes

All Team DRT Cars	800f3ae0ffff
800f3ae2ffff	800f3ae4ffff
800f3ae6ffff	800f3ae8ffff
800f3aeaffff	800f3aecffff
	800f3aeeffff
All Team MMM Cars	800f3af0ffff
800f3af0ffff	800f3af4ffff
800f3af6ffff	800f3af8ffff
800f3afaffff	800f3afcffff
	800f3afeffff
All Team PRC Cars	800f3b00ffff
800f3b02ffff	800f3b04ffff
800f3b06ffff	800f3b08ffff
800f3b0affff	800f3b0cffff
	800f3b0effff

All Team R.T. Solvalou	
800f3b10ffff	800f3b12ffff
800f3b14ffff	800f3b16ffff
800f3b18ffff	800f3b1affff
800f3b1cffff	800f3b1effff

## Fisherman's Bait

### Total Count List



On the Title Screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the Start button. Go to Options. On the Options Screen, press Select.

If you have done the code correctly, you will see a "Total Count Screen."

① This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

T.J. Strathman  
Carson City, Nevada



### GameShark CODES

#### Ridge Racer Type 4 GameShark Codes Continued

Use Any Analog Controller In Analog Mode

8004c2822400	8009a738c000
8009a73a0c07	801f00023c01
801f00023c01	801f00063066
801f00063066	801f000a10c0
801f000a10c0	801f00100028
801f00100028	801f0014c2d7
801f0014c2d7	801f001a2400
801f001a2400	801f001e1080
801f001e1080	801f00222406
801f00222406	801f00269024
801f00269024	801f002aa026
801f002aa026	801f002e2c86
801f002e2c86	801f003210c0
801f003210c0	801f00362484
801f00362484	801f003a2886
801f003a2886	801f003e14c0
801f003e14c0	801f00440000
801f00440000	801f0048ffff
801f0048ffff	801f004cc2d4
801f004cc2d4	801f00500008
801f00500008	801f00562400

#### Street Sk8er GameShark Codes

Enable Levels:	80094230003f
Extra Characters:	80094138ffff
Extra Points:	8007b19c8800

#### Syphon Filter GameShark Codes

Extra Health:	80068bec0000
Infinite Ammo at Weapon Pick-up:	800467c62400
All Levels Open:	801462aa0b14

#### Triple Play 2000 GameShark Codes

Away Team Scores 0:	300581110000
Away Team Scores 50:	300581110032
Home Team Scores 0:	3005810d0000
Home Team Scores 50:	3005810d0032
Infinite Balls:	300583e20000
Infinite Strikes:	300583e10000

#### WCW/nWo Thunder GameShark Codes

Barnyard Arena:	80079f4c001a	80079f4e0000
Big Feet Mode:	80079f080004	
Big Hands+Feet Mode:	80079f080006	
Big Head, Hands+Feet Mode:	80079f080007	
Head Like Sputnik Mode:	80079f080008	
Huge Cranium+Feet Mode:	80079f08000c	
Huge Cranium+Hands Mode:	80079f08000a	
Huge Cranium, Hands+Feet Mode:	80079f08000e	
Castle Arena:	80079f4c0011	80079f4e0000
Frontier Arena:	80079f4c001b	80079f4e0000
Garden Arena:	80079f4c0015	80079f4e0000
Hades Arena:	80079f4c0014	80079f4e0000
Parking Lot Arena:	80079f4c0010	80079f4e0000

H, be sure to hold the R1 button at the same time.  
Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

#### Contender Unlock Jackal

This trick is for Contender, but in order to get it you will need the code "Main Event Characters in two-player mode": (Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the Character Select Screen, press the Square button to pick any of the other boxers from your memory card).  
Now you will need to highlight Alexa Andersen, push "Square," and it will take you back to the page that you get to pick your characters. Once you are on the page in which you pick your characters, go to "Load" and click on it.  
It will then take you to the screen that has the characters that were put there from the "Main Event Characters in two-player mode." You will then have Jackal: the guy with a black eyepatch.

#### Cool Boarders 3 Cheat Names

Enter each cheat below as a name in Tournament Mode to get the various results.  
**WONITALL** - Access to every course  
**OPEN\_EM** - Access every boarder and board  
**BIGHEADS** - Get huge heads

#### Crash Bandicoot Infinite Weapons and Drop Pod

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:  
Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down  
Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

#### Duke Nukem: Time to Kill Appearance and Cheat Codes

To change Duke and the enemy's appearance, pause the game and enter one of these codes:  
**Big Head Duke** - R1, R1, R1, R1, R1, R1, R1, R1, Up  
**Tiny Head Duke** - R1, R1, R1, R1, R1, R1, R1, R1, Down  
**Big Head Enemies** - R1, R1, R1, R1, R1, R1, R1, R1, Left  
Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.

Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.  
**Infinite Ammo** - L, R, L, R, Select, L, R, L, R, Select  
**All Weapons** - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left  
**All Inventory** - R1 x 5, L2 x 5  
**All Keys** - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down  
**Invisible** - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1  
**Double Damage** - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2  
**Temporary Invulnerability** - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2  
**Super Weapons** - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select  
**Level Select**

While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

#### Einhander

##### Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

#### Eliminator

##### Various Cheats

Enter these cheats from within the ID Selection Screen in the menu.

##### Secret Level: Cheat word "WAKYLEVL"

When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.

**Invulnerability:** Cheat word "CLEVALAD" When Invulnerability is flagged the player will not take any damage. (Do not have the shield effect on when using this cheat.)

**Max Primary Weapons:** Cheat word "GUNCRAZY" When the Maximum Primary Weapons cheat is activated, all primary weapons will be at full strength.

**Max Secondary Weapons:** Cheat word "MAXMEOUT" When the Maximum Secondary Weapons cheat is activated, all secondary weapons have an ammo limit of 99.

**Cadillac Car:** Cheat word "NEWWEELS" When the cheat car is flagged, an extra car is added to the in-game "Ship Select" Screen. The player can now choose Caddi, which will be set up with the best setting a ship can have.

**Max Out Time:** Cheat word "WAITABIT" On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show.

#### Frogger

##### Special Cheat Screen

These tricks will give you great cheats to help you along in the classic come back to life.

All Zones Open - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle**.  
Infinite Lives - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, X**.  
Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

#### Gex: Enter the Gecko

##### Debug Menu

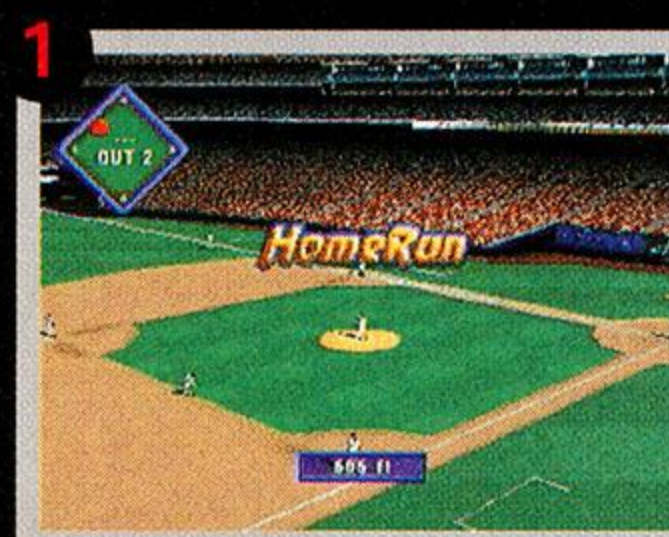
Press **Start** to pause the game. Then hold **L2** or **R2** and press **Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down**. You should hear a sound if you did the sequence correctly. Press **Start** to unpause and then press **Select** to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with **X**. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

## MLB 2000

### Heavy Hitter

Go to Create Player Mode and make the player's name Scott Murray.

1 This player will hit a 606-foot home run every time.



## Monster Seed

### All Monsters & See Ending



#### All Monsters

2 To get all monsters, go to the Menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirming sound to let you know it worked.

2 You can select from different monsters and even rulers, rogues and huntsmen.

#### See Ending

3 To see the ending without beating the game, at the Title/Main Menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.





**Heart of Darkness****All Levels and Cinemas**

With the game off, make sure you have a controller in port two. Now hold down all four **Shoulder buttons**. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

**Hot Shots Golf****All Characters and Courses**

To do this trick, you must first make sure there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1+L2+R1+R2 buttons** simultaneously before the Title Screen appears. While holding these, go to the Title Screen. Immediately after the flash happens, press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

**International Superstar Soccer Pro '98****Play as the Classic All Stars**

In the Select Menu, highlight Exhibition and press **Up, Up, Down, Down, Left, Right, Left, Right, Circle, X**. Clapping will be heard if you did it correctly.

At the Exhibition Menu, choose any mode of play, and when you're at the Select Country Mode, press and hold **L1+R1**, and you will be able to choose Classic All Stars!

**Invasion from Beyond Various Cheats****Level Select:**

At the Press Start Screen, enter **L1, R1, L2, R2, Triangle, X, Circle, Square(2), Circle, X, Triangle**. Go to the Main Menu Screen to select any level in the game.

**All Ships, Weapons and Upgrades:**

At the Press Start Screen, enter **L1, R1, L2, R2, Up, Down, Right, Left(2), Right, Down, Up** for all ships, weapons and upgrades.

**Irritating Stick****Extra Lives**

At the Mode Select Screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad one time. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highlight "1P Play" and press X. You will hear the crowd cheer to confirm the code.

Now you will begin the game with seven lives instead of three!

**Lode Runner****Multiple Tricks**

Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:

Circle = Forward one level

Square = Back one level

Triangle = Forward 15 levels

X = Back 15 levels

Extra Lives - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas - On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas:

[R2=1, L2=2, R1=4, L1=8]

While holding the combination of buttons, press X to access that cinema.

For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.

Faster Gameplay - Choose "The Legend Returns" from the Main Menu Screen.

Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

**Madden NFL 99****Cheat Codes**

At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code Option.

Enter any of the codes for the results shown:

New Teams

**BESTNFC** - All Stars NFC

**AFCBEST** - All Stars AFC

**BOOM** - Madden '98 Team

**IMTHEMAN** - Stats leaders

**PEACELOVE** - All '60s team

**Rollcage****Mirror Tracks, All Leagues, Etc.**

1 Enter any of the following codes to unlock the cheats shown below:

All leagues, mirror tracks and other options: **MAXCHEAT**

All easy tracks: **EEFNIEBA** (make sure you've chosen easy difficulty)

All hard tracks: **EEFPHMBC** (make sure you've chosen hard difficulty)

2 All expert tracks: **HEMPCMD** (make sure you've chosen expert difficulty)

All expert tracks plus extra car, all deathmatch modes, mirror tracks: **HHMPNEED**

Air horn: **AIRHORNS** (press Select to use the horn during a race)

Testers' best lap times: **BESTLAPS**

With some of these passwords, the game may tell you that a password is invalid, but the codes will work anyway.

**Roll Away****Many Cheats****Temporary Invincibility**

1 Enter the following code anytime during gameplay:

Right, Down, L1, R2, R1, 0, Triangle, Square.

**30 Extra Seconds in Time Trial Mode**

Enter the following code anytime during gameplay:

0, L1, Triangle, Triangle, 0, X, Triangle, Down. This only works once per level.

**Warp to Bonus Stage**

Enter the following code anytime during gameplay:

Triangle, Up, Triangle, L2, L1, L2, Square, X.

**Clear Screen in Bonus Stage**

Enter the following code anytime during gameplay:

Right, 0, Square, L1, Square, 0, 0, Square.

**Extra 30,000 Points**

2 Enter the following code anytime during gameplay:

Square, Up, Down, L2, R1, Triangle, X, Triangle.

**Chess Pattern Background**

3 Enter the following code anytime during gameplay:

L1, Circle, Left, Right, L2, Left, R2, R2.

**Enable Motion Blur**

Enter the following code anytime during gameplay:

Right, Circle, L2, Circle, R1, Circle, Square, Circle.

**Fighting Frenzy****DarkStalkers 3****Secret Characters**

Play as Male Shadow: At the Character Selection Screen, highlight the "?" box, press Select (five times), then press any button.

Play as Female (Marionette) Shadow: At the Character Selection Screen, highlight the "?" box, press Select (seven times), then press any button.

Play as Image Talbain: At the Character Selection Screen, highlight Gallon, hold Select then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): At the Character Selection Screen, highlight Bishamon, hold Select then press any button.

**Marvel Super Heroes vs. Street Fighter****Hidden EX Option**

Start a new boxer in the Main Event. On the Main Menu Screen, highlight Options and quickly press **R1, Circle, Left, Triangle, Triangle**. If you do it fast enough, you will reveal the hidden EX Option which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human- or Computer-controlled Vs. Mode.

**Pocket Fighter****Play as Akuma and Dan**

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.





**BELLBOTTOMS** - All '70s team  
**HEREANDNOW** - All '90s team  
**TURKEYLEG** - Madden All-Time Greats  
**THROWBACK** - 75th anniversary team  
**GEARGUYS** - NFL equipment team  
**WELCOMEBACK** - '99 Cleveland Browns  
**INTHEGAME** - EA Sports Team Secret Stadiums  
**EA STADIUM** - EA Sports  
**DOGPOUND99** - Cleveland  
**THEHOGS** - RFK Stadium Washington, D.C.  
**NOTAFISH** - Old Miami  
**SOMBRERO** - Old Tampa  
**FOR RENT** - Astrodome  
**OURHOUSE** - Tiburon  
**STICKEM** - Original Oakland

### Metal Gear Solid Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

**R1, R2, L1.** You will hear a sound and the Benny Parsons car will appear!

### Nectaris: Military Madness Story Passwords

Here are the New Story Codes for the game. Enter the following at the Password Screen:

- |            |             |
|------------|-------------|
| 1. RANDAL  | 2. HUNDRA   |
| 3. CINBER  | 4. MARLIN   |
| 5. BAYARD  | 6. WEBLEY   |
| 7. PARKER  | 8. MERKEL   |
| 9. ITHACA  | 10. BAIKAL  |
| 11. SAVAGE | 12. VALMET  |
| 13. MAUSER | 14. KIMBER  |
| 15. BISLEY | 16. MEANEC  |
| 17. LADNAR | 18. ARDNUH  |
| 19. REBNIC | 20. NILRAM  |
| 21. DRAYAB | 22. YELBEW  |
| 23. REKRAP | 24. LEKREM  |
| 25. ACAHTI | 26. LAKIAB  |
| 27. EGAVAS | 28. TEMPLAV |
| 29. RESUAM | 30. REBNIK  |
| 31. YELSIB | 32. CENAEM  |

For Super Blitzing press: **Jump (4X), Pass (5X)** and pad **Up**  
 For Big Ball press: **Jump (5X)** and pad **Right**  
 To Hide Receiver Name press: **Turbo (1X), Pass (2X)** and pad **Right**  
 For Tournament Mode press: **Turbo (1X), Jump (1X), Pass (1X)** and pad **Down**  
 For Random Play Choice press: **Turbo (1X), Jump (1X), Pass (5X)** and pad **Left**  
 For Super Field Goals press: **Turbo (1X), Jump (2X), Pass (3X)** and pad **Left**  
 For Big Players press: **Turbo (1X), Jump (4X), Pass (1X)** and pad **Right**

### Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo, Jump** and **Pass** buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

- |             |                      |
|-------------|----------------------|
| 3-2-1-Left  | No Head              |
| 1-2-3-Right | Headless Team        |
| 0-1-0-Up    | Late Hits            |
| 2-0-0-Right | Big Head             |
| 5-0-0-Left  | No Stadium           |
| 1-5-1-Up    | No Punting           |
| 4-3-3-Up    | Invisible            |
| 2-1-2-Left  | Clear Weather        |
| 5-2-5-Down  | Weather: Snow        |
| 0-0-1-Down  | Show FG%             |
| 3-1-4-Down  | Smart CPU            |
| 4-2-3-Down  | No Random Fumbles    |
| 2-0-3-Right | Big Heads (team)     |
| 2-1-0-Up    | No First Downs       |
| 3-1-0-Right | Small Players        |
| 2-5-0-Left  | Fast Passes          |
| 2-1-1-Left  | Allows Out Of Bounds |
| 5-1-4-Up    | Infinite Turbo       |
| 2-3-3-Up    | Power-up Teammates   |
| 3-1-2-Left  | Power-up Blockers    |
| 4-2-1-Up    | Power-up Defense     |
| 4-0-4-Left  | Power-up Speed (2P)  |
| 2-2-2-Right | Night Game           |
| 5-5-5-Right | Weather: Rain        |
| 5-5-5-Up    | Hyper Blitz          |
| 3-4-4-Up    | No Interceptions     |

### Hidden Players

When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

- |        |      |                        |
|--------|------|------------------------|
| Turmel | 0322 | Mark Turmell           |
| Sal    | 0201 | Sal Divita             |
| Jason  | 3141 | Jason Skiles           |
| Jenifr | 3333 | Jennifer Hedrick       |
| Daniel | 0604 | Dan Thompson           |
| Japple | 6660 | Jeff Johnson           |
| Shinok | 8337 | Shinnok from Mortal K. |
| Raiden | 3691 | Raiden from Mortal K.  |
| Mike   | 3333 | Mike Lynch             |
| Gentil | 1111 | Jim Gentile            |
| Brain  | 1111 | Brain                  |
| Forden | 1111 | Dan Forden             |
| Skull  | 1111 | Skull                  |
| Carltn | 1111 | Headless Guy           |
| Root   | 6000 | John Root              |
| Luis   | 3333 | Luis Mangubat          |

### Other Secret Players

Enter these codes the same way as the ones above.

- |        |      |       |      |
|--------|------|-------|------|
| Thug   | 1111 | Van   | 1234 |
| Billz  | 0526 | Zz    | 1221 |
| Jimk   | 5651 | Marka | 1112 |
| Ed     | 3246 | Todd  | 1122 |
| Mitch  | 4393 | John  | 5158 |
| Josh   | 4288 | Ryan  | 029  |
| Beth   | 7761 | Brian | 0818 |
| Grinch | 2220 | Paulo | 0517 |
| Lt     | 7777 | Nico  | 4440 |
| Gatson | 1111 | Guido | 6765 |
| Rog    | 8148 | Monty | 1836 |
| Shun   | 0530 | Gene  | 0310 |
| Paula  | 0425 | Dbn   | 6969 |

### NHL 99

#### Cheat Codes

Enter these codes at the Password Screen.

- BIGBIG** - All the players are big  
**BRAINY** - All players have big heads  
**EAEAO** - Activates the EA Blades Team

#### View Arenas

Enter these passwords to do a "fly-by" of the following stadiums:

- ANA:** Arrowhead Pond (Anaheim)  
**BOS:** FleetCenter (Boston)  
**BUF:** Marine Midland Arena (Buffalo)  
**CGY:** Canadian Airlines Saddledome (Calgary)  
**CAR:** Greensboro Coliseum (Carolina)  
**CHI:** United Center (Chicago)  
**COL:** McNichols Sports Arena (Colorado)  
**DAL:** Reunion Arena (Dallas)  
**DET:** Joe Louis Arena (Detroit)  
**EDM:** Edmonton Coliseum (Edmonton)  
**FLO:** Miami Arena (Florida)  
**LOS:** Great Western Forum (Los Angeles)  
**MON:** Molson Center (Montreal)  
**NAS or NSH:** Nashville Arena (Nashville)  
**NYI:** Nassau Veterans Memorial Coliseum (New York Islanders)  
**NYR:** Madison Square Garden (New York Rangers)  
**OTT:** Corel Center (Ottawa)  
**PHI:** CoreState Center (Philadelphia)  
**PHO:** America West Arena (Phoenix)  
**PIT:** Civic Arena (Pittsburgh)  
**STL:** Kiel Center (St. Louis)  
**TOR:** Maple Leaf Gardens (Toronto)  
**VAN:** GM Place (Vancouver)  
**WAS:** MCI Center (Washington)

### Ninja: Shadow of Darkness Invincibility and Level Select

Invincibility: Pause the game at any time and press **L2, R2, L2** 3 times, **R2** 3 times, then **Circle, Triangle, Square, Circle, Triangle** and **Square**. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!  
 Level Select: Remove your memory card then turn on the PlayStation. When the screen says: "Checking Memory Card" quickly press **L2, L2, L2, R2, R2, R2**. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game and you'll access the Level Select Menu.

### Oddworld: Abe's Exoddus

#### Level Select:

At the Main Menu hold **R1**, then press **Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right**.

#### View all FMVs:

At the Main Menu hold **R1**, then press **Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right**.

#### Invincibility:

While playing a game, hold **R1**, then press **Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X**.

#### Next Section Warp

During the game, hold the **R1** button

## R-Type Delta

### All Force Power and Full Power-ups



To maximize your weapons during any time of the game, press **START** to pause and then hold the **L2** button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force power followed by any of the power-up codes:

#### All Force power -

Left, Right, Up, Down, Right, Left, Up, Down, Triangle.

#### Red Power-up -

Left, Right, Up, Down, Right, Left, Up, Down, Square.

#### Blue power-up -

Left, Right, Up, Down, Right, Left, Up, Down, X.

#### Yellow power-up -

Left, Right, Up, Down, Right, Left, Up, Down, Circle.



### Mortal Kombat 4 Hidden Cheat Menu

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Code: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" option and hold **Block+Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down+High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

### NASCAR 99

#### Play as Announcer's Car

From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2, R2, L1, L1, L2, L2, R1**,

### Need For Speed III Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:  
**SPOILT:** This gives you all the regular cars and tracks.

**1JAGX:** Open the Jaguar XJR-15 Bonus Car  
**AMGMRC:** Get the Mercedes-Benz CLK GTR

### NFL Blitz

#### Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code. For No CPU Assist press **Jump (1X), Pass (2X)** and pad **Down**. (Two-player Mode only) To Show More Field press: **Jump (2X), Pass (1X)** and pad **Right**

For Fog On press: **Jump (3X)** and pad **Down**

For Fast Turbo Running press: **Jump (3X), Pass (2X)** and pad **Left**

For Huge Head press: **Jump (4X)** and pad **Up**

For Thick Fog press: **Jump (4X), Pass (1X)** and pad **Down**



and press **Circle, Circle, X, X, Square, Square**.

This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

### O.D.T.

#### Many Cheat Codes

Press Start to pause the game in the middle of play and enter these codes for the results shown:

#### Fill Health:

Left, Right, Left, Right, Square

#### Fill Mana:

Left, Right, Left, Right, Circle

#### Fill Ammo:

Left, Right, Up, Down, Circle, Square

#### Power-Up Weapons:

R1, L1, R2, L2, Left, Right, Up, Down

#### Raise Abilities:

Square, Circle, Triangle, Select, Left

#### Fill Experience:

Circle, Square, L1, L2, R1, Select

#### Turn Off Monster Energy:

Triangle, Square, Circle, Triangle, Circle

#### 50 Lives:

Triangle, Up, Circle, Right, Select, Square

#### Raise Level for Each Spell:

Down, Triangle, Select, L1, R1, Select

### Pool Hustler

#### Hidden Bowliard Mode

This trick will reveal the hidden "Bowliard" Mode.

At the Title Screen, press **Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle**.

Now go to the Main Menu Screen and you will see a new option in the middle called Bowliard, which combines the game of bowling and billiards.

### R-Types

#### Game Cheats

#### Level Select

Highlight either the "R-Type" or "R-Type II" Options at the Title Screen. Quickly press **L2(L10), R2(L10)**. Begin gameplay and press Start to access the Stage Select and FMV sequences within the Menu Options. Choose your stage and then press X to begin.

#### Slow Down Ship

Pause gameplay in R-Type or R-Type II. Hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, X**.

#### Speed Up Ship

Pause gameplay in R-Type or R-Type II. Hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left, Circle**.

### Resident Evil 2: Dual Shock

#### Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

### Rogue Trip

#### Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

#### Enable Cheats

Press **L1+R1+R2+Select** at same time when you first start the level.

#### Invulnerable

Press **L1+R1** at same time, then press **Up, Down, Left, Right**.

#### Hornet's Nest

While stingers are selected, press First, you must enable the Cheat Mode. Press and hold **L1+R1+R2+Select** in the middle of a game. Now enter this code after you have enabled the Cheat Mode (don't pause the game):

#### Infinite Weapons

Press and hold **L1+R1**, then press **Up, Down,**

**Up, R2**

#### Unlimited Jump

Press **Circle, Square, R2, X, Triangle, R2**.

#### Play as Big Daddy

Press **Triangle, Square, R2, X, Triangle, R2**.

Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the Character Select Screen.

#### Triangle+L2+L1+R1+Left

Hold these buttons until you see the text confirmation that it worked.

#### Blow up the Earth

Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

### S.C.A.R.S.

#### Cups, Cars and Modes

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.

On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.

Now move down and highlight the "Password" Option and enter one of these codes:

**GLASSX** - Activates the Crystal Cup

**ROCKYY** - Activates the Diamond Cup

**ZDPEAK** - Activates the Zenith Cup

**XPRTS** - Activates the Challenge Mode

**DESERT** - Activates the Scorpion Car

**RATTLE** - Activates the Cobra Car

**RUNNER** - Activates the Cheetah Car

**MYSTER** - Activates the Panther Car

**ALLVID** - Activates the Codes

### Spyro the Dragon

#### 99 Lives

In the middle of the game, press the Select button and then press **Square (6x), Circle, Up, Circle, Left, Circle, Right, Circle, Start**. Then check your life counter and you will see that it has increased to 99!

### Syphon Filter

#### Cheat Codes

#### Level Select

Pause the game, go into the Options Menu. Highlight the Select Mission option, then press and hold **Left+L1+R1+Select+Square+X**.

#### All weapons and ammunition:

Pause gameplay and highlight the "Weapons" Option. Hold **Right+L2+R2+Circle+Square+X** (in order). Note: Only the weapons normally available during the current level will become selectable.

### T'ai Fu: Wrath of the Tiger

#### Debug Menu

Start a game and finish any level to access the Map Screen. While there, press **Select+L1+L2+R1+R2** to open the Debug Mode. Now you can choose any starting level in the game!

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):

**Enable Cheats** - This code enables all of the following gameplay cheats - **R2, Triangle, R2, Triangle, Circle, X, Square**.

**Full Chi Cheat** - This code fills your chi bar - **R2, Triangle, R2, Left, Right, Square**.

**Invulnerable Cheat** - This code will make the player invincible to enemies - **R2, Triangle, R2, Left, Right, R2**.

**Double Size Enemies Cheat** - This code will make all enemies appear twice their normal size - **R2, Triangle, R2, Left, Right, Up**.

**Half Size Enemies Cheat** - This code will make all enemies appear half their normal size - **R2, Triangle, R2, Left, Right, Down**.

**Nine Lives Cheat** - No matter how many times you are killed, you will always have nine lives - **R2, Triangle, R2, Left, Right, X**.

**All Styles Cheat** - This code will give you all fighting styles - **R2, Triangle, R2, Left, Right, Triangle**.

**Full Health Cheat** - This code will give you full health at any time in the game - **R2, Triangle, R2, Left, Right, Circle**.

### Tenchu: Stealth Assassins

#### Debug Menu

While playing the game, press the **Start** button to pause.

While the game is paused, hold **L1+R2**.

While holding **L1** and **R2** press **Up, Triangle, Down, X, Left, Square, Right, Circle**. Then release **L1** and **R2** and then press **L1, R1, L2** and **R2**. Now press **Start** and immediately press **L2+R2** both at the same time.

If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

### Test Drive 5

#### Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as **NOLIFE**.

This will get you three bonus cars: Chris' Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars. In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the **R2** button to use your siren and disable your enemies by running into them.

#### More Cars and All Tracks

These codes will give you access to the rest of the cars and all of the hidden tracks! To do this, you have to get a high score and enter one of the names shown below on the Name Entry Screen. The easiest way to do this is to select Drag Race from the Race Type Screen and get a high score. Enter one of the names below for various results:

**Level Skip:** Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (**Up+Square**, then **Circle**).

**All Weapons:** This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick correctly.

**Self-Destruct:** Step forward, step backward, turn around three times, then jump any direction.

### Tomb Raider III

#### Incredible Cheats, Secrets and Level Skip

In the middle of the game without pausing, enter any of these cheats as shown:

**All Weapons** - **L2, R2, R2, L2, L2, L2, L2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2**. You will hear a scream.

**Fill Energy:** **R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2, L2, L2, L2**. You will hear her grunt.

**Level Skip:** **L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara says, "No."

**All Secrets (access All Hallows):** **L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, L2, L2**. Lara will sigh.

**Gives You Race Key at Lara's House:** **R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2**. Lara says, "No."

### Triple Play 99

#### In-Game Cheats

Press and hold **L1+L2+R1+R2** while doing each code. Enter any of these when in the game:

Cheat Home run: **Triangle, Square, Triangle, Circle, X, Square, Left, Right**  
Cheat Strike Out: **Up, Down, Triangle, Square, Triangle, Circle, X, Square**  
Cheat Crowd Comment: **Up, Triangle, Down, X**

Cheat Weather Comment: **X, Down, Triangle, Up**

Cheat Sponsor Comment: **Left, Square, Right, Circle**

## Syphon Filter

### Hard Difficulty



While on "New Game" on the Title Screen, press **Left+L1+R2+Select+Square+Circle+X**.

You will hear Gabe say "Damn it!" when entered correctly.

**1** When you start the first level, the screen will say "Hard Difficulty" under the area name.

Arturo Medina

Address withheld by request

**RONE**- for access to more cars

**MTHREE**- for half of the tracks

**NTHREE**- for the other half of the tracks

### Test Drive: Off-Road 2

#### Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences:

Drive as a school bus: **L1, Up, L2, Down, Down, L2, L2, R2**

Drive as an ice cream truck: **R2, L2, L2, Down, Down, L2, L2, R1**

### Tomb Raider II

#### Game Cheats

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.

Cheat Stadium Info: **Down, X, Right, Circle**

Cheat Crowd Applause: **Triangle, Up, Up, Triangle**

Cheat Crowd Cheer: **Square, Left, Left, Square**

Cheat Crowd Ooh: **X, Down, Down, X**  
Cheat Boo: **Circle, Right, Right, Circle**  
Cheat User Cam: **Right, Left, Up, Down, Right, Left**

Cheat Overview of Batter: **Left, Square, Up, Triangle**

Cheat Nickname Game: **Circle, Right, Square, Left**

Cheat Historical: **Up, Triangle, Right, Circle**

### Twisted Metal III

#### Sweet Tricks

#### Infinite specials:

Enter **L1, L1, R1, R1, R1** as a password. You



### Racing Madness

**Need For Speed: High Stakes**  
Various Cheats

#### New View and Turbo Boost:

After choosing a car, press Start to begin a race.

Before the Loading Screen appears, hold Up, Triangle and X until the loading screen disappears.

Then, a new driving view is seen.

Also, press up while accelerating to get a little turbo boost. Or, just hold it while accelerating to go very fast!

#### Slow CPU cars:

Play a tournament or special event race. Select a car and press Start to load the race. Before the Loading Screen pops up, hold Left, Square and Circle until the loading screen disappears.

#### Blurry Vision:

Select a car and press start to load the race. Before the loading screen pops up, hold Up, L2 and R1 until the Loading Screen disappears.

#### Police Helicopter:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **WHIRLY** as your player name. The helicopter is for Test Drive Mode only.

#### Phantom car:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **FLASH** as your player name for the Phantom car.

#### Titan car:

Enter the "Game Option" Screen and select the "User Name" Option. Then enter the word **HOTROD** as your player name for the Titan car.

### Rally Cross 2 Multiple Codes

For all of the codes below, begin a new season.

Then input the codes at the Enter Name Screen. Note: The Tracks, Difficulties and Cars code doesn't unlock all of the tracks; you'll also need the individual track codes. All Tracks, Difficulties and Cars -

#### moobmoob

Hillside Track - **bsirhc**

Dusty Road Track - **mit**

Rock Creek Track - **kcin**

Dry Humps Track - **cire**

Little Woods Track - **foster**

Frozen Trail Track - **nivek**

No Car Collision - **incorporeal**

Low Gravity - **airfilled**

High Gravity - **leadshot**

Restore Gravity - **mooney**

will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

#### Play as Minion:

Enter Right, Right, Right, Left, Left as your password. You will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.

#### Play as Sweet Tooth:

Enter Left, Left, Left, Right, Right as a password. You will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.

#### Club Kid's House Level:

Enter Left, Left, Left, Square, Square as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

#### Warehouse Level:

Enter Square, Square, Square, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Warehouse bonus level.

#### Demo Level:

Enter Up, Up, Up, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.

#### Enable memory card:

Enter Start, Start, Start, Start, Start as a password. You will return to the Main Menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

#### More Cheats

These codes are to be entered at the Password Screen:

**Smart seekers** - Triangle, Left, Down, Right, Up (helps improve homing missiles).

**Seeking Rain Missiles** - Up, Down, Up, Down, Up.

**Super Napalm** - R1, R1, L1, L1, L1.

**God Mode** - L1, Square, X, R1, Start.

**CPU ignores health power-ups** - Down, L1, Down, Start, Triangle.

**Unlimited Ammo** - Triangle, Circle, Up, Right, Down.

### The Unholy War Secret Characters, Battlefields and Maps

There are only three cheats in The Unholy War; all of which use the same code, though in different places. The Code is as follows: Press the **Circle + Square** buttons simultaneously. Press the **Select** button four times. Press the **Start** button three times. Press the **Square** button two times. Press the **Circle** button once. Press the **Circle + Square** buttons at the same time again.

To Unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.

To Unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection Screen and perform the code.

To Unlock All One-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.

### Vigilante 8

#### Many Cheat Codes

**Lighter Cars**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password:

**REDUCE\_GRAVITY**. The vehicles will jump higher.

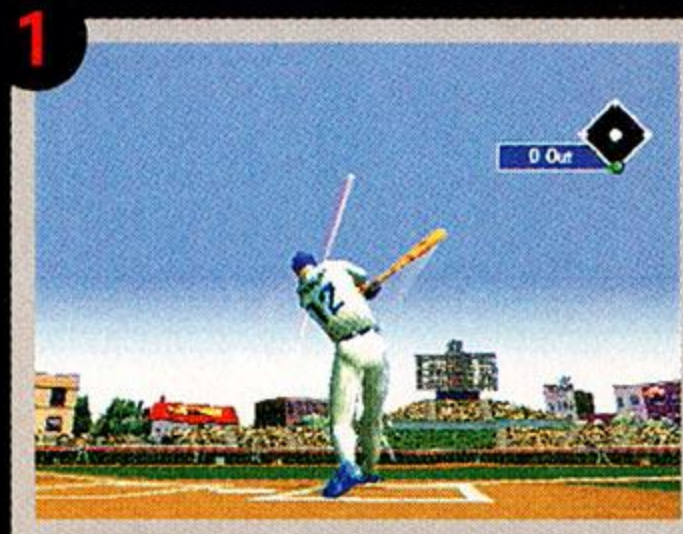
**Invincibility**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password:

**I\_WILL\_NOT\_DIE**. You will now be invulnerable to all hits.

**Same Vehicle**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME\_CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.

## Triple Play 2000

### Cool Codes



#### Automatic Homerun:

① When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.

#### Automatic Strikeout:

When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

#### EA Dream Team:

② ?Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

#### Control camera:

During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left.

You'll hear a sound to confirm.. Now use the following to control the camera...

D-pad	Move
L1 + D-pad	Move faster
R1 + D-pad	Turn
L2	Zoom out
R2	Zoom in
Triangle	Raise view
Square	Lower view

#### Announcer commentary:

③ During play, hold L1+L2+R1+R2 and enter the following...

**Extensive Chatter:** Up, Triangle, Right, Circle.

**Batter Info:** Left, Square, Up, Triangle.

**Trivia** Down, X, Right, Circle.

**Weather** X, Down, Triangle, Up.

**Increase Difficulty**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **HARDEST\_OF\_ALL**. Your opponents will now be more aggressive and the game will be more difficult.

**No Enemies**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password:

**GO\_SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

### VR Baseball '99

#### Easy Outs

In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you are quick enough, it will work every time!

### Wild 9

#### Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press **Start**, then **Select**, and press Quit (Select Yes). Then press **Start** again and "Continue previous game." Go back and

repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

### WCW/nWo Thunder

#### Many Cool Codes

**All Wrestlers:** At the Title Screen, press R1(4), L1(4), R2(4), L2(4), Select to unlock all 128 wrestlers.

**Big Heads:** At the Title Screen, press R1(7), R2, Select.

**Big Head, Hands, Feet and Weapons:** At the Title Screen, press R2(7), R1, Select.

**Might Meter:** At the Title Screen, press L2(4), R2(4), L1(4), R1(4), Select. Then, the offensive and defensive attributes of each wrestler may now be adjusted.

**View FMV Sequences:** At the Options Menu, press R1(4), L1(4), Select. Press Left+X to advance through the sequences, Right+X to move back, or Start(2) to exit.

**Cage Ring in Any Type of Match:** Enter the Options Menu, highlight the "Random" ring selection, then press R1, R2, R1, R2, Select. If you entered the code correctly, the word "Cage" will be spoken. Since The Cage ring is not enabled with the "Ring select" code, this is the only way to obtain it.

**Ring Select:** At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.

**Dancing Wrestlers:** Enable the "Ring Select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.





## Super Mario Bros. Deluxe

### Classic Tricks & More

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

**Warp Zone:** Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

**Max Out Lives:** Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

**The Lost Levels:** Basically, you must get the number one position on the Ranking Screen (a minimum score of 300,000 points). Then on the Title Screen, select the Luigi icon for an entirely new game - Super Mario Bros 2: The Lost Levels.

#### You Vs. Boo

You must get a minimum score of 100,000 points. On the Title Screen, select "Boo" for the "You Vs. Boo" bonus levels.

### Avenging Spirit Expert Level

At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start.

### Boomer's Adventure in Asmik World Stage Select

For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

### Bubble Bobble Part 2 Extra Puzzles

For your password, put in > 5 > V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

### Bust-A-Move 2: Arcade Ed. Extra Puzzles

Press A, Up, B, and Down on the Title Screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

### Castlevania: The Adventure Secret 1-Up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just

being another coin.

#### Hidden Rooms

Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

### Castlevania II Extra Lives

In the beginning of the game go to the Password Option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

#### Sound Select

In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

#### Secret Password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

### Contra: The Alien Wars Level Four on Easy Mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press Start. On the Password Screen, enter the code 21LN. You will be sent to the fourth level of Easy Mode with this trick.

### Cosmo Tank Sound Test

On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear.

### Daedalian Opus Stage Select

For your password, input "ZEAL."

### Dead Heat Scramble Stage Select

On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

### Donkey Kong Land 2 40 Banana Coins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.

#### All Kremcoins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.

#### Extra Lives

On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

### Donkey Kong Land 3 Bonus Stage

Go to the Cape Codswallop's level "Total Rekoil." When you begin the stage, jump toward the left to enter a bonus stage.

### Faceball 2000 Level 01 to 10 Warp

When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that

you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

#### Level 10 to 20 Warp

As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

### Final Fantasy Legend Sound Test

To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

### Final Fantasy Legend II Sound Test

On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

### Game Boy Camera Hidden Game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

### Go Go Tank

#### Seven Chances and Invincibility

On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

### Hunt For Red October 25 Lives

On the Map Screen, hold A and B, then press Select, Up and Down.

#### 25 Missiles

On the Map Screen, hold A and B, then press Up and Down.

#### Stage Select

On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

### Hyper Lode Runner

#### Advanced Players Stage Select

After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

### Jurassic Park

#### Stage Skip

At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

### Kirby's Dream Land Special Config. Mode

At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

#### Secret Bonus Game

On the Title Screen, hold Up+A+Select at

the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

### Kirby's Pinball Land Fight Only Bosses

At the Title Screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!

#### Play Bonus Games

At the Title Screen, press Left+B+Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

### Lion King Stage Skip

While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

### Looney Tunes: Carrot Crazy

#### Level Skip

From the Main Menu Screen, access the Options. Now, enter the password:

**Taz, Elmer Fudd, Daffy Duck.**

While playing the game, press Start to pause then press Select to skip to the next level.

### Men In Black Levitate Code

From the Command Center, highlight and enter the Access Codes Option. Now put in the password: **0601**. The screen will say "ERROR." Press Start and you'll go back to the Command Center.

Begin your game and while you're standing, press and hold **Select+Up** to float into the air. While in the air press **Left or Right** to move.

### Acquire the Noisy Cricket Gun

After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

### Skip Stages

Put in the password: **2409** and then begin a new game. To skip to the next level, press Start to pause and then press **Select**.

### Mercenary Force Level Select and Extra Starting Money

For extra starting money, go to the Title Screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 yen code, then press Start. When "Round 1" appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

### Montezuma's Return Cool Codes

For unlimited lives, enter the code:

**ELEPHANT.**

To pass through doors without unlocking them, enter the code: **SUNSHINE.**

### Mortal Kombat Play As Goro

You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+Select+A until the Title Screen appears. Let go of all the buttons, and then press Start.

### Motocross Maniacs Hidden Power-Ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.





## GameShark CODES

### Defender/Joust GameShark Codes

Joust/ Infinite Lives: 01ffdac0  
Def/Infinite Lives 0103c7d3

### Klax

#### GameShark Codes

Infinite Misses/Lives: 0100b6c2

### Quest Fantasy Challenge GameShark Codes

Infinite Lives: 010227c2

### Top Gear Pocket GameShark Codes

Always Place 1st: 01012ec1

### A Bug's Life

#### GameShark Codes

Infinite Lives: 01062fc6

### Centipede

#### GameShark Codes

Infinite Lives: 0104a0c6

### Frogger

#### GameShark Codes

Infinite Lives P1: 010555c1

### Gex

#### GameShark Codes

Infinite Energy: 010441d7  
Infinite Lives: 01053dd7

### HexCite

#### GameShark Codes

Inf Hexagons P1: 0109bdd7  
Inf Large Dia. P1: 0109c2d7  
Inf Large Tri. P1: 0109c1d7  
Inf Small Dia. P1: 0109bfd7  
Inf Small Tri. P1: 0109bed7  
Inf Trapezoids P1: 0109cod7  
Max Score: 011ffed7

### Las Vegas Cool Hand GameShark Codes

Blackjack Max Money: 019976d6  
Blackjack Max Money: 019977d6  
Blackjack Max Money: 019978d6

### Men In Black

#### GameShark Codes

Infinite Lives: 011d84c6

### Montezuma's Return GameShark Codes

Infinite Lives: 01043bc0

### Pocket Bomberman GameShark Codes

Infinite Lives: 0103f1c1  
Infinite Time: 013bfac1

### Power Quest

#### GameShark Codes

Infinite Credits: 01990ecf  
Infinite Credits: 01990fcf  
Infinite Credits: 019910cf  
Infinite Credits: 019911cf

### Quest for Camelot GameShark Codes

Infinite Health: 010518c1

### Wario Land II GameShark Codes

Quick Coin Gain: 01090ed5  
Quick Coin Gain: 01990fd5

### Mysterium

#### Many Codes

Quick Continue:

Lose all your lives and continue, then take the Iron and drop it in the Pool of Fire to get the Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitriolk. Pick it up and use it to be warped back to where you were before you were defeated.

Level Drop:

Call up the Map, then press B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on.

Pass Key Plus:

Call up the Map, then press A, B, Left and Start simultaneously. When you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevl" which will allow you to drop down a level in the dungeon. Drop the "Downlevl" into a pool, and it will transform into an "Uplevel" which will allow you to transport up a level in the dungeon. Drop the "Uplevel" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire.

Inventory Overload:

Call up the Map, then press B, Up and Select simultaneously.

### NBA Jam: Tournament Edition Many Codes

Always on Fire:

At the Tonight's Match-Up Screen, press Down, Right, Right, B, A, Left.

Super Dunks:

At the Tonight's Match-Up Screen, press Left, Right, A, B, B, A.

More Interceptions:

At the Tonight's Match-Up Screen, press Left, Left, Left, Left, A, Right.

More Three Pointers:

At the Tonight's Match-Up Screen, press Up, Down, Left, Right, Left, Down, Up.

High Shots:

At the Tonight's Match-Up Screen, press Up, Down, Up, Down, Right, Up, A, A, A, Down.

Slippery Court:

At the Tonight's Match-Up Screen, press A, A, A, A, Right, Right, Right, Right, Right.

Legal Goal Tending:

At the Tonight's Match-Up Screen, press Right, Up, Down, Right, Down, Up.

### Nemesis

#### Many Codes

FULL OPTIONS PLUS: Start the game, then pause it by pressing Start. Now press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

FULL SPEED AND SHIELDS: Start the game, then pause it by pressing Start. Now, press B five times, then A five times. This will work once per game.

FULL POWER DOWN: Start the game, then pause it by pressing Start. Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it'll take away your ship's accessories!

NO POWER-UPS: Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right, and Select, then repeat this sequence twice more. Use this code only for added challenge; it prevents you from powering up your ship!

### NFL Blitz

#### Blitz Codes

From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

No Fumbles:

Start, Start, Start, Start, B, B, A, A, A, Down

Infinite Turbos:

Start, Start, Start, Start, Start, B, A, A,

A, A, Up

Night Game:

Start, Start, B, B, A, A, Right

No Pointer:

Start, Start, Start, B, B, B, A, A, A, Left

Invisible Receiver:

Start, Start, Start, Start, B, B, B, A, A, A, Up

### Pac-Man

#### Full Screen

At the Title Screen, press Right or Left to make a "half" sign appear to the right of Player One. Now press Start to see the entire length of the level.

### Pocket Bomberman

#### All Power-ups and Area Passwords

Enter the password 5656 to start with all power-ups.

Area Passwords:

Forest World

Area 1 - 7693

Area 2 - 3905

Area 3 - 2438

Area 4 - 8261

Area 5: Boss - 1893

Ocean World

Area 1 - 2805

Area 2 - 9271

Area 3 - 1354

Area 4 - 4915

Area 5: Boss - 8649

Wind World

Area 1 - 0238

Area 2 - 5943

Area 3 - 6045

Area 4 - 2850

Area 5 Boss - 8146

Cloud World

Area 1 - 9156

Area 2 - 2715

Area 3 - 4707

Area 4 - 7046

Area 5: Boss - 0687

Evil World

Area 1 - 3725

Area 2 - 0157

Area 3 - 5826

Area 4 - 9587

Area 5: Boss - 3752

### Power Mission

#### Super Strong Fleet

Choose your fleet formation and end your turn. Do not carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in two turns.

### R-Type

#### Sketch Program

On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A button, and erase with the B button.

### Samurai Shodown

#### Bonus Samurai

During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

### Shanghai

#### Special Modes

Begin and press Select to pull up the Options Menu. Select "New Game" and push A.

You can enter in three letters:

ZAP - Adds a zapping sound effect to a game.

STF - Allows you to view the credits

MAN - Makes fewer tiles for an easier game.

REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

### Spanky's Quest

#### Stage Select and Sound Test

For your password, enter "0 1 1 9," and the Stage Select Screen will appear. Press Up or Down to choose the desired stage, then press Start to begin.

For your password, enter "0 1 1 7" and the Sound Test Screen will appear.

### Spud's Adventure

#### Stage Select

For your password, enter "BANCHOU." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the desired area.

### Super Mario Land 2: Six Golden Coins

#### Easy Mode and Play the Demo

On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish. This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

### Teenage Mutant Ninja Turtles Restore Energy

At any point in the game press: Up, Up, Down Down, Left, Right, Left, Right, B and A to fill up your energy supply.

### Teenage Mutant Ninja Turtles: Fall of the Foot Clan

#### Life Power-Up and Practice Bonus Games

When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select Screen. Select this question mark to practice the bonus games.

### Terminator 2: Judgement Day Slow Down the Time

In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

### Tetris Blast Fight 2 Mode

On the Title Screen, press B five times then press Start.

### Tiny Toon Adventures Practice Bonus Games

To practice bonus games before jumping into the action, hold Down and the B button and press Start at the Main Menu.

### Turok 2: Seeds of Evil Weapons, Level Skip, etc.

From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:  
DLVTRKBLVL - Skip Levels  
DLVTRKBWPS - All Weapons  
DLVTRKBNRG - Infinite Energy  
DLVTRKBLVS - Infinite Lives  
DLVTRKBBRD - Bird Mode

### Wario Blast

#### Special Passwords

6565 - Play a special battle mode with Wario  
5656 - Allows player to use Bomberman as the main character.  
2264 - Start game with a powered-up Wario.  
4622 - Start game with a powered-up Bomberman.

### Zelda: Link's Awakening DX Alternate Music

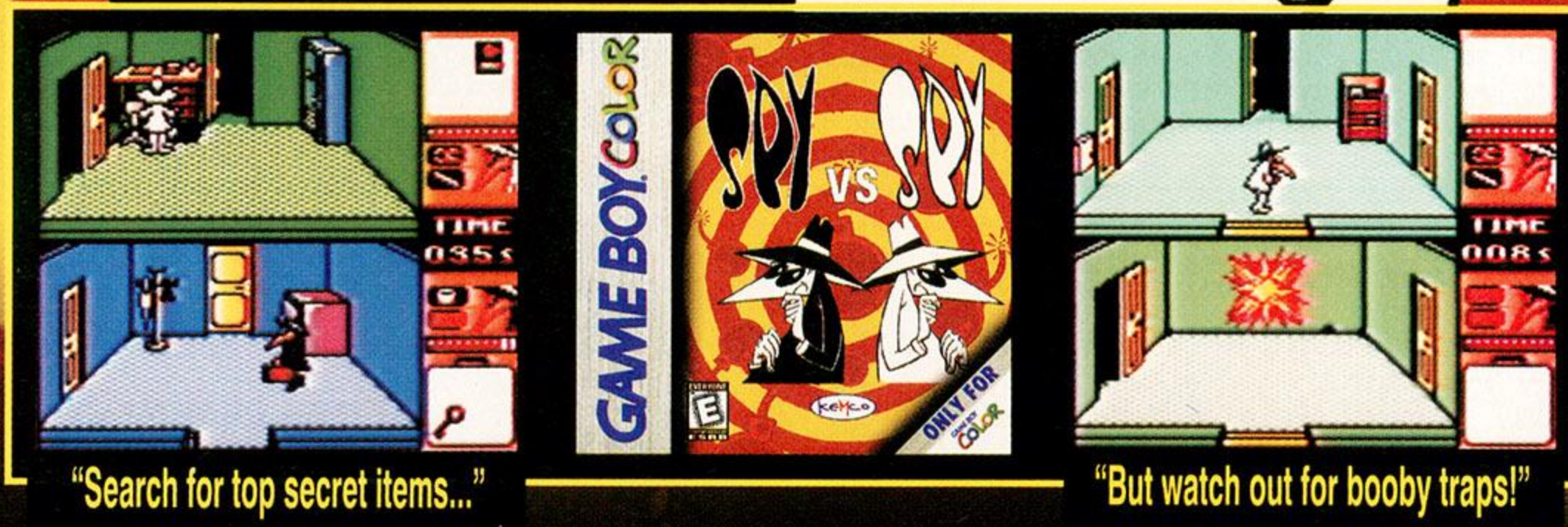
To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.



# WHO IS THE MASTER SPY?

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# GAMEBOY COLOR



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# QUICK HITS

## What's new with Tekken Tag Tournament?

XG Strategy  
by Jim Mazurek

After spending an entire day playing the heck out of Tekken Tag Tournament, it's fairly easy to walk away depressed. Depressed because you'll definitely want to play more! It plays just like Tekken 3, but with an all-new fifth button that allows for near-instant switching between fighters. Believe me, it opens up a whole new level of combat depth. TTT is currently on test at various arcades in California, and will be released nationwide in June. (Check this out: Namco will be sponsoring an international TTT tournament this summer! Stay tuned to [tekkentagtournament.com](http://tekkentagtournament.com) for all the details!!)

### Database

difficulty	moderate
# of time releases	12...so far
engine tweaks?	very well done
tag switching?	flawless
mystery move	the chicken glitch
special thanks	Jason Arney
system	Arcade
publisher	Namco
developer	Namco

### It's the Little Things...

While certain gameplay tweaks have been implemented into Tekken Tag Tournament (see next page), it's the visual changes that make the biggest impact on most casual players.

#### • New Costumes

All characters will be given the new visual treatment (some palette swaps, some entirely original). For example, Eddy Gordo now flaunts some stylin' chains, while Bryan Fury's new look bears a curiously striking resemblance to *OPM* editor Joe "The Prophet" Rybicki.

#### • 12 Hidden Characters!

These characters are still unknown, but you can bet your life Kazuya and Devil are sure to make their return with style.

#### • New Backgrounds

Not only have existing backgrounds been given slight changes, but several entirely new ones have surfaced as well.

#### • Character Interaction

For those of you who are aware of the little custom intros in SF Alpha 3, get ready for some ultra cool tag-team interaction between related characters in TTT (Armor King & King, Hwoarang & Baek, etc.).

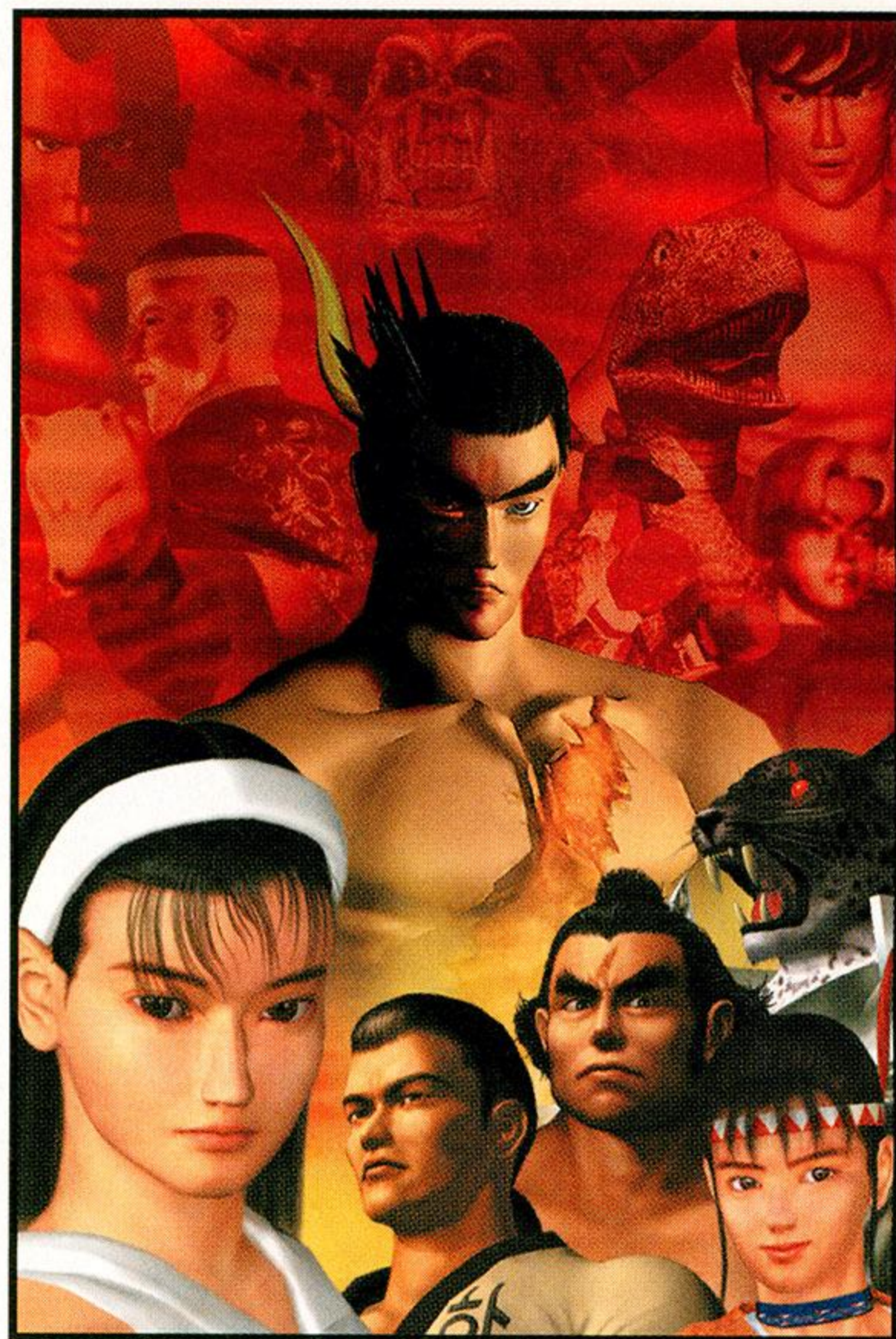
### Larger Tweaks...

#### • "Pop-up" Moves

The pop-up moves are now more important than ever, as they make for an easy way to initiate tag combos. Certain returning characters didn't have these moves yet in the preliminary version that we played, but all of the characters will have them in the final version, according to Namco.

#### • Energy Bar Recharge

Both characters have energy bars, but only one character needs to be killed before the match is ended. Note that the health bar of the character who is out of action will slowly regenerate, but the maximum amount of energy he/she can gain back remains relatively small. (This is another thing that may be modified slightly before the game goes final.) You absolutely MUST be aware of your current health at all times—or be ready to drop in a new quarter every 10 seconds when you forget to switch...



Disclaimer: Although all of the foreground characters in the above artwork are confirmed for Tekken Tag Tournament, the background characters are purely speculation at this point. The time release will reveal all! Stay tuned...

Closer Look:

### Tag Combos/Juggles

As if the overwhelming amount of juggles in Tekken 3 wasn't sufficient enough, the amount of team combos that are available in the new Tag Tournament is nearly endless. Some are very showy, and definitely give "style points" to the executer. Others are for sheer efficiency, and often referred to as "cheap." Tag combos are going to be the highlight of this game, so learn 'em quick! (Remember the true meaning of a successful combo is one that cannot be teched. You might refer to it as "guaranteed damage.")



Both Ling and Jin are in a sidestep frenzy, but...



Ling's launcher kick (1) following Phoenix stance starts off a juggle combo.



Heihachi tags in, and follows through with a weak jab (1).



Heihachi continues the juggle with a second jab (1)...



then links it to a Demon's Boar (back + 2)...



and finishes it with a Dragon Uppercut (forward, down forward + 1).



Now that's an opponent who's in a world of hurt!

### Results?

With some decent dexterity, this simple five-hit combo did an amazing 71 damage! As with Tekken 3, the better combos will come out as time progresses...

### Check this out...

The fabulous new CG intro sports several Tekken 3 characters, as well as some returning favorites from Tekken 2. My proof that Kazuya is back!





## What's New

### • Sweep Animations Changed

One of the most notable changes in TTT pertains to each of the characters with forcing sweep animations (Don't confuse this with the standard sweep, which remains unchanged). Paul's Bone Breaker (down+4), and Law's Dragon's Tail (down, back+4) are good examples. If you blocked a sweep in Tekken 3, you would be able to execute another move fairly quick. Not the case with Tekken Tag Tournament. The effective range of all sweeps have been lessened, and you will only receive full damage by being in close while sweeping. Check out the screens below...

#### If Sweep is Blocked

Characters like Paul are in for a world of hurt when their sweep is blocked. This stumble animation leaves him extremely vulnerable.



#### Sweep From Far

Look at that leg rise! The opponent will not be dropped if you are too far away, so accurate ranging is a *must* in Tekken Tag Tournament.



#### Sweep Up Close

The move remains unchanged (thank the heavens!).



### • Unblockable Moves Get Juiced

While the unblockable moves in Tekken 3 were always nice to throw in and mix it up once in a while, they serve an even greater purpose in Tag Tournament. Whenever you feel a character switch is inevitable, (obviously, when the player is down to nearly zero health) there is a short period of time where you can charge up your unblockable and hit the new character as he/she runs out. Learn your opponent's pattern for switching out characters, and exploit it. A good Tag Tournament player will switch characters at different intervals, preventing this attack altogether.

### • Multiple Character Throw Chains

These weren't yet complete in the version of TTT that we played, but they are definitely going to be implemented according to Namco representatives. The ability to start a chain throw, then switch out to another character and finish that throw with a linker is absolutely ingenious! We'll have to wait and see what happens with this awesome new technique.

#### Tactician's Corner

## Tekken 3 Expert Strategies

Since Tekken Tag Tournament is using essentially the same engine as Tekken 3, I thought it might be a good idea to touch up on some of the "higher level" strategies that will apply to both games. Remember: Simple and effective!

### "Chicken!"

①+③+forward

You'll need to learn how to "counter a counter" if you want to compete. Simply execute this move with any character right as you're about to be countered, and you'll escape the counter with a reversal. Inducing "chickens" (by executing moves that you know they'll counter) is a good way to frustrate counter-happy foes.



### Stun Cancels

①+③+forward

Execute a chicken after someone stuns you (this is only applicable to select moves), and you'll no longer be stunned. You need to input the move right after being hit, and you'll shake off the "stun" within milliseconds. It reduces stun duration by as much as 75 percent!!!



### Side Stepping

up (tap & repeat)

If you wanna play hardcore, you'll learn the effectiveness of sidestepping one way or another. (I was put to shame by a couple of sidestepping maniacs who could literally get behind me in the blink of an eye.) Regardless of what others tell you, use the sidestep!



## Who's New

Most of the Tekken 2 characters are back, and with the time releases there are sure to be even more of the classic crew (Wang, Kazuya, Roger, etc.). All returning Tekken 2 characters have quite extensive updated move lists along with the usual Tekken 3 stylizations (side throws, back throws, sidesteps, new combo jugglers, floaters, etc.).

### Jun Kazama

Violet Uppercut down back+②  
Quick Hammer, Elbow back+②, ①+②  
Low Slap back+①  
Tooth Fairy forward+②  
Whiplash to Lift Kicks ①, ①, ④



### Baek Do San

Lightning Halberd down forward+③+④  
Stealth Needle back+①  
Bottle Cutter back+②  
Butterfly Kicks ③, ③, ③, ④  
Launching Kicks ③, ④, ③



### Michelle Chang

Lawn Mower down forward+③+④  
Arrow Launcher forward, forward+②  
Flight Feather during side step, ①  
Flash Upper forward+①  
Party Crasher forward, forward+①



### Ganryu

Quick Sumo Tackle forward+①+②  
Sumo Leg Sweep down+③  
Salt Uppercut back+②  
Strong Open Palm back, half circle forward+②  
Sumo Lift back, half circle forward+①

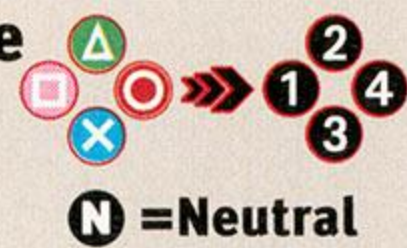


### Armor King

Shadow Lariat forward, N down forward+①  
Low Drop Kick down back, back+④  
Shadow Kick back+③  
Convict Kick forward, forward+④



### Move Key



N = Neutral

### Coming Soon...

Keep a watchful eye out for XG's comprehensive TTT guide, with all hidden characters revealed, advanced tag combos and complete move lists for all returning Tekken 2 characters.

### • Expert Juggling

To become a full-fledged master, you'll need to pull out some intricate air juggles. Five- and six-hit juggles are commonplace to tournament players. Try to find combos that are easy to execute, but offer substantial damage. Make sure that you find actual combos, or combos with "guaranteed damage." Combos that have easy breaking points will be exploited by a seasoned player.

### • Poking

Forget about 10-hit combos, as most experienced players know them too well. Poking is the art of stepping in, attacking swiftly and then stepping away. The low jab is commonly overlooked as a great tool for knocking people out of their 10-hit combo attacks.

### • Buffering Chain Moves

Buffering your moves will make otherwise predictable chains complex. Add delay to your moves by buffering them inside other moves. An example would be to execute a move that links to another move, but start to perform the second move before you finish the first move. It sounds ridiculous on paper, but with a little practice you'll be able to alter the timing of your attacks with ease.

### • Effectiveness of the One-Two

I can't tell you how many times this has saved my ass! Don't disregard this little tactic when in the heat of battle. Twenty-hit juggle moves are key, but don't forget the speed and priority of the one-two combo over just about anything else.

### • Tech Rolls

Otherwise known as quick recovery rolls, this smooth move allows for instant recuperation after a knockdown. Press ①+② the second you hit the ground to roll into the background, or ③+④ to roll into the foreground.





## Additional Tips & Secret Characters

**XG Strategy**  
by Pat Dolan

Here's part two of our guide for this killer game. This part includes the mini-games as well as the secret characters and their moves, combos, throws and special attacks.

### Database



time to complete w/a single character **30 mins.**  
challenge **medium/high**  
cheapest char. **Django**  
coolest char. **Lee Shuwen**  
system **PlayStation**  
publisher **Square EA**  
developer **Dream Factory**

### Moves Key

**H** ..... High Attack  
**L** ..... Low Attack  
**SA** ..... Special Attack  
**G** ..... Guard  
**D** ..... Knockdown  
**U** ..... Unblockable



## Part Two

### Mini-Games

#### ■ Infinity Battle

You need to fight an infinite number of opponents (who get progressively more dangerous) with only a partial refill of your life meter between matches. If you can earn 2000 points here, you'll unlock a third costume for one of the main characters.

Concentrate on getting perfects against the first four to five opponents to quickly earn as many points as you can, because the difficulty level goes up fast. Getting perfects early on allows you to build up a life meter reserve. Later rounds give you less of a life refill when you win. Use a character with unblockable attacks or combos, like Yuffie or Sasuke.

#### ■ Battle Runner

Beat the CPU in a race around a track. Fight them to slow them down, or try to stay ahead of them. Fall behind, and you're given a speed boost to catch up. Win one race to unlock a third costume for your main characters.

Stick with the basic loop and set the number of laps to three. Concentrate on staying ahead of your opponent, rather than trying to fight him/her. Stick to the inner part of the track so you don't have to run as far to complete a lap.

#### ■ Battle Beach

You'll face a series of three challenges that require a lot of rapid button tapping here. First is a basic footrace, then a footrace with a diving finish, and finally a footrace over obstacles. If you can earn 35,000 points total, you'll unlock another costume.

Position two fingers above the X and O buttons, one finger slightly higher than the other. Vibrate your entire arm so your fingers tap the buttons quickly. This will give you the best possible speed for all three events. Try to start tapping *exactly* when the announcer says "Go!"—you'll need to anticipate this rather than react to it.

#### ■ Battle Panel

You need to place panels of your own color so they surround panels of the opponent's color. Have more panels of your color than your opponents by the time the board is filled to win. Beat the CPU in this mode 10 times to unlock the Evil Battle Panel, then shut out the CPU in Evil Battle Panel to unlock yet another costume.

Concentrate on getting the edge and corner pieces, and remember you can attack your opponent to slow him/her down. Otherwise, quickly analyze the board to see where to put your pieces for best effect. Practice, practice, practice!

### Timing

■ Ehrgeiz requires very precise timing for a fighting game. The only thing you can do is go into Practice Mode and practice, practice, practice until you can pull off any move at any time.

### Tips

■ **Always remember to load** your saved game as soon as you turn on your PlayStation.

■ **To get all the costumes unlocked**, use a cheat device; some requirements are hard to complete without one.

■ **Or...to unlock the characters** and costumes the noble way, set the game options to one round, Very Easy difficulty, boxes "on."

■ **To play with the full versions** of each level in VS. Mode, hold the Select button when choosing your arena.



## Secrets

There are several extra characters and costumes that can be unlocked by completing various tasks within the game.

### Extra Characters:

These are pretty simple to get. Just beat the game with the appropriate character(s), and the associated secret character is unlocked.

To Get:	Beat Arcade Mode With:
Vincent	Tifa
Yuffie	Cloud
Masuda	Any default male character (not Cloud or Sephiroth)
Clair	Any default female character (not Tifa)
Zack	All the Final Fantasy VII characters (Cloud, Tifa, Sephiroth, Vincent and Yuffie)
Django	All default characters

Note: Default characters are the initially selectable characters, apart from Cloud, Tifa and Sephiroth.

### Extra Costumes:

There is a third costume for each of the eight main characters. To unlock them, you must meet different requirements. You can fulfill these in any sequence you like, but the costumes are unlocked in a preset order. Each requirement completed will unlock the next costume on the list.

The requirements are:

1. Beat the final boss. You have to break both boxes, throw both swords into the boss and collect all the items that fall to the ground to do this.
2. Beat the CPU in Battle Runner.
3. Collect all the movies, including the additional opening sequence, both endings for Han Daehan and the FFVII movie.

To get the additional opening sequence, let the opening sequence loop four times.

For Han's endings, you must beat the game with Han but not collect his leg. Then you must beat the game with him and collect his leg.

To get the FFVII ending, beat the game with Sephiroth.

4. Finish Arcade mode on normal difficulty without using any continues.

5. Score 35,000 points or more in Battle Beach (extremely hard).

6. Score 2,000 points or more in Infinity Battle (extremely hard).

7. Do a 10-hit combo in Practice mode. Use Godhand's Mach Punch for this.

8. Shut out the CPU in Evil Battle Panel (also extremely hard).

To get the Evil Battle Panel, beat the CPU 10 times in a row in Battle Panel, then hold L1, L2, R1, R2 & X while choosing Battle Panel to access it.

### Costume Sequence:

The costumes are unlocked in the following sequence as you complete any of the requirements:

- |          |            |
|----------|------------|
| 1. Yoko  | 5. Sasuke  |
| 2. Han   | 6. Jo      |
| 3. Doza  | 7. Lee     |
| 4. Inoba | 8. Godhand |



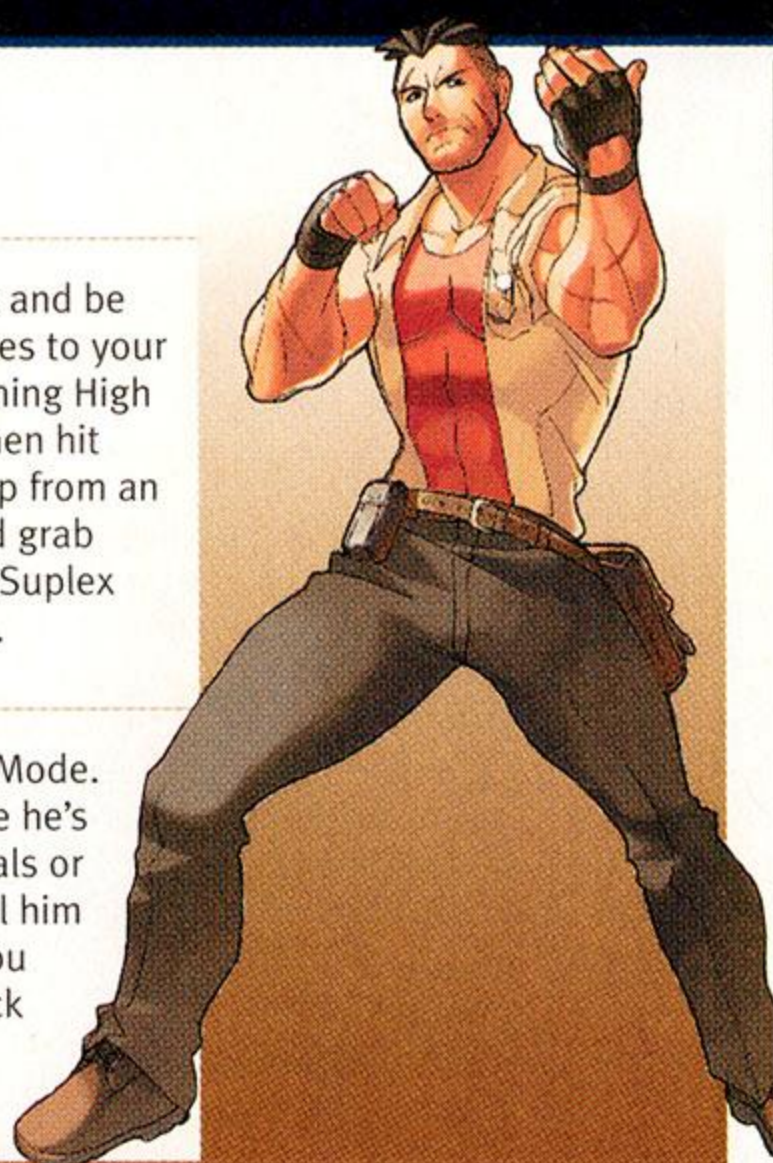
## Koji Masuda

### Playing As:

Stay close to your opponent at all times and be sure to use the elevation levels and boxes to your advantage. Use Leg Scissors, or his running High attack to knock your opponent down, then hit them with Pride. If they're just getting up from an attack, activate Koji's Special Attack and grab them for some heavy damage. His Side Suplex also does good damage, so use it often.

### Playing Against:

Not used by the CPU except in Practice Mode. Keep Koji at a distance at all costs. Once he's up close, he's deadly. Use missile specials or grab weapons from broken boxes to nail him with. Don't run away when he rushes you with his special—instead attack to knock him out of it. When you're knocked down, get up quickly.



### Basic Attacks

Name	Trigger	Damage
Hooking Straight	G+H	10
Boxer Uppercut	H+L	26
(D)Hook Kick	G+L	20
(U,D)Godly Wind	H+L when above opponent	20
(D)Swing Blow	90, H	17
(U)Pride	H when next to downed opponent	30
(D)Jumping Spin Kick	jump, H	18
(D)Leg Scissors	G+L while running	40
(D)Back Kick	G, G+H while running	20
(D)Standing Spin Kick	H while crouching	18



### Combos

Name	Trigger	Damage
(U,D)Kick & Tackle	L, H, H, H, H	45
(D)Combo Tackle A	H, H, L, H, H, H, H	70
(D)Combo Tackle B	H, L, H, H, H, H	61
(D)Combo Tackle C	G+H, L, H, H, H, H	45

### Throws

Name	Trigger	Damage
(U,D)Side Suplex	G+H+L from front	70
can be changed into:		
*(U)Kicks	L, L, L	36
(U,D)Flying Arm Lock	release G+L, hold H	40
(U,D)Change	release G+H, hold L	60
(U,D)Reverse Back Throw	G+H+L from behind	70
can be changed into:		
(U,D)Neck Reverse	Release G+L, hold L	40
(U,D)Wind God Drop	360, G+H+L	60

\*Stuns opponent.

### Special Attacks

Name	Trigger	Damage
(U,D)Mount Rush	S	80
(U)Pounce		
Neck Breaker	S - opponent lying face down	25
Pin	S - opponent lying face up	35
followed by:		
(U)Punches	H, H, H or L, L, L	50
(U,D)7th Dope	Hold S	60
(U,D)Sledge Hammer	S when descending from jump	30
(D)Bull Charge	S when SA gauge is empty	23

## Clair Andrews

### Playing As:

Stay close to your opponent and use either the Lead Jab Combo or the Force Punch. Take advantage of her fast attacks and strings to keep harassing your opponent at all times. If you can knock your opponent down long enough to power up the Maximum Sword, go for it. Use the Hit Sword only if you're a distance away from your opponent, otherwise you'll get clobbered during the windup.

### Playing Against:

Not used by the CPU except in Practice Mode. Try to keep her at a distance, but be ready to attack with a missile special if she does a Hit Sword. Block or counter her long strings, or you'll take a ton of damage.



### Basic Attacks

Name	Trigger	Damage
(D)Holy Dragon	H+L	22
Windmill	H+S	18
(D)Low Horizon	L+S	20
(U,D)Bloody Windmill	H+L+S	38
(U,D)Diving Attack	H+L when above opponent	20
(U,D)Brilliant Heel	90, H	20
(U,D)Bloody Heel	90, H, H	25
(D)Leg Whip	step, H	20
(D)Rolling Middle	step, release G, H+L	18
(D)Tail Turn	G, G+H while running	20
(D)Wind Middle	G+H while running	22
(D)Flying Kick	H+L while running	30



### Combos

Name	Trigger	Damage
*(D)Force Punch	H, H, hold H	60
Triple Windmill	H+S, H, H	70
Reverse High	L, H, H, H	52
Reverse Middle	L, L, H	35
Triple Spin High	G+H, H, H	33
*(D)Lead Jab Combo	H, L, H ten times	125

\*The final hit is unblockable.

### Throws

Name	Trigger	Damage
(U,D)Back Cushion	G+H+L from front	30
can be changed into:		
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
(U,D)Various Throws	G+H+L from left, behind	40
(U,D)Sandwich Blow	G+H+L from right	30
Hard Landing	360, G+H+L	60

### Special Attacks

Name	Trigger	Damage
(U,D)Hit Sword	S	20
*(U,D)Maximum Sword	hold S	80
(U,D)Sword Uppercut	hold S, H	20
(U,D)Sword Sweep	hold S, L	20
(U,D)Falling Sword	jump, S	20

\*Damage varies based on how many times you connect. Clair can be moved around the arena while executing this move.



# Yuffie Kisaragi

## Playing As:

Stay on top of your opponent and use her unblockable moves and strings to whittle them down. Ill Wind Swift Lightning works extremely well for this. If they get away from you, use the Wind Demon Shuriken, or jump and nail them with a Smoke Bomb to stun them, allowing you to do a more powerful throw or string.

## Playing Against:

Not used by the CPU except in Practice Mode. Try to keep her at a distance to avoid her unblockable attacks. If you are in close, attack the second she flashes red, signalling an unblockable move. Start running if she jumps—she'll often throw a Smoke Bomb to stun you if you don't.



# Vincent Valentine

## Playing As:

Attack with Hell's Stairway when up close. Try to get above opponents and unleash his Giga Drive—it does more damage than anyone else's dropping attack. If your opponent is beneath you, try to charge up a Monstershot to hit them with when they reach you. It homes in somewhat, so it doesn't matter as much if it goes off early.

## Playing Against:

Not used by the CPU except in Practice Mode. Stay on top of him, he's got excellent distance weapons. Also, don't let him get above you, as his Giga Dive drop attack does a lot of damage. Don't fight him with missile specials, as he can cancel your attack and counter with his own.



## Basic Attacks

Name	Trigger	Damage
(U)Quick Messy Blade	H+S	15
(U)Unmatched Through Time	L+S	20
(U,D)Tidal Wave	H+L when above opponent	20
(D)Eagle Wing Blow	90, H	17
(U,D)Severing Blade	jump+L	18
(D)Vanishing Jump Kick	step, L, H	25
(D)Flip Kick	H+L while running	26
(U)Quick Slash	H while running	15
(D)Back Spin Kick	G+H, H while running	30
*(U)Ninja Spin	360, H	5

\*Does five points of damage each time it hits; can hit multiple times.



## Basic Attacks

Name	Trigger	Damage
(D)Rising Claw	H+L	22
(U,D)Feel Flat	H+G, H	22
(D)Clear Sentiment	jump+L	23
(U,D)Chaos Saber	H+L+S	40
(U,D)Giga Dive	H+L when above opponent	30
(D)Wild Kaiser Claw	step, L, H	20
(D)Lightning Kaiser Claw	step, L, H+L	30
(U,D)Chaos Claw	hold H while crouching	27
Fall Kick	H+S while standing up	35
(D)Shoulder Charge	H+L while running	23
(D)Flying Drop Kick	H+G while running	30



## Combos

Name	Trigger	Damage
(D)Dachao Offering	H+L, H+L	37
(U,D)Not Be A Thousand	L+S, L	40
(D)Vanishing Joint Kick	step, L, L, H	40
(D)Retreat Joint Kick	step, L, L, H, H	40
(U,D)Unstoppable Slashes	H, H, H while crouching	60
(U,D)Ill Wind Swift Lightning	H, H, H while running	53
(D)Double Flip Kick	H+L, H while running	52

## Throws

Name	Trigger	Damage
(U,D)Face Stomp	G+H+L from front	40
can be changed into:		
(U,D)Face Smash	release G+L, hold H	30
(U,D)Back Smash	release G+H, hold L	40
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36

## Special Attacks

Name	Trigger	Damage
(U,D)Wind Demon Shuriken		
High Arc	S, H	20
Normal	S	20
*(U,D)Wind Storm Shuriken	hold S	70
(U,D)Cutting Wind	S while running	20
(U)Smoke Bomb		
Long Range	jump, H+S	—
Medium Range	jump, S	—
Short Range	jump, L+S	—
Shu Shu Shu	S when SA gauge is empty	25

\*Damage varies depending on how many shuriken hit opponent.

## Combos

Name	Trigger	Damage
(D)Beast Combo	H, H, H	43
(D)Hell Masker Combo	H, H, L, H	58
(D)Splatter Combo	H, L, H 10 times	42
(D)Reverse Low High	H+L, H	40
(D)Illusion Spin Kick	jump+H, L, L	43
*(D)High Blow ST	H+S, H, H	48
*(D)Sniper CR	step, L, H, H	36

\*Can only be used if you have energy left in your SA gauge.

## Throws

Name	Trigger	Damage
(U,D)Hide Bomber	G+H+L from front	—
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
Various Throws	G+H+L from right, left, behind	—
Chopping Combo	360, G+H+L	—

## Special Attacks

Name	Trigger	Damage
(U,D)Gunshot		
High	hold S, H	20
Medium	S	20
Low	hold S, L	20
(U,D)Double Revolver	S, S	40
(U,D)Trick Shot		
High	jump, S+H	20
Medium Range	jump, S	20
Short Range	jump, S+L	20
*(U,D)Monstershot	hold S	70

\*Damage varies depending on how many shots hit.



# Zack

## Playing As:

You've got to stay on top of your opponent and hit them with strings. Try to knock your opponent off their feet, then unsheathe Zack's sword. Then, use Ogre Nix to do some damage. Use the boxes and weapons in each arena to help offset Zack's lack of missile attacks.

## Playing Against:

Not used by the CPU except in practice mode. Keep your distance from Zack—his sword is dangerous and has a long reach. Once he's gotten the sword out, hit him with any attack to get him to re-sheathe it, and do it quickly. His SA gauge takes a long time to run out.



## Basic Attacks

Name	Trigger	Damage
Fast Hook	H+S	18
(D)Pike Low	L+S	12
Fast High	G+H	12
(D)Fake Spin Kick	90, H	20
(U,D)Gongaga Attack	H+L when above opponent	20
Round Kick	G+L	15
(D)Mako Straight	step, L, H	20
(D)Lock Kick	H while standing	16
(D)Air Anchor	H while running	23
(D)Slide Buster	L while running	10
(D)Gongaga Low	G+H while running	23
(D)Charging	H+L while running	20



## Combos

Name	Trigger	Damage
(D)Zack Chain	H, H, H, H	36
(D)Zack Chain KxK	H, L, L, H	52
(D)Zack Chain Wheel	H+S, H, H	54
(D)Zack Chain Genesis	H+S, H, L	54
(D)Fast Original	L, L, H	42

## Throws

Name	Trigger	Damage
Front Suplex	G+H+L from front	40
can be changed into:		
Free Fall	release G+L, hold H	—
*(U)Punches	H, H, H	34
*(U)Kicks	L, L, L	36
Various Throws	G+H+L from right, left, behind	40
Omnislash	360, G+H+L	78

## Special Attacks

Name	Trigger	Damage
Sword Stance	S	—
*Meteo Shower	hold S	51
(U,D)Deathblow	jump, S	20

\*Damage varies depending on how many meteors hit opponent.

## Sword Stance Attacks

Name	Trigger	Damage
(U)Fast Stroke	H	20
(U)Second Stroke	L	20
(U)Clim Slash	any direction+G+H	30
(U,D)Clim Mirage	any direction+G+H, L	20

# Django

## Playing As:

Take advantage of Django being low to the ground and below many attacks. Use Titan Head to throw your opponent in the air, then hit them with the Seto Combo string as they fall. After you've done some damage, try to stay away from your opponent and use Mega Flare to finish them off.

## Playing Against:

To beat Django, lure it into the pit in the bottom corner of the arena. Then, jump out and execute your H+L attack from above to pounce. Tap G to get up and jump out. (If Django attacks, block before jumping out). Repeat.

If you're not fighting on Django's stage, concentrate on low attacks and try to get above it and use your attack from above.



## Basic Attacks

Name	Trigger	Damage
Seto Punch	H	10
Seto Low Punch	L	12
(D)Titan Head	H+L	20
*Hadea Bite	H+L+S	15
Nanaki Kick	H+S	15
(D)Tail Leviathan	H—facing away from opponent	20
(D)Shiva Attack	G+L+S	12
(D)Straight Fang	H while crouching	20
(D)Tupon Flash	L while crouching	15
(D)Fang Brand	H+L while running	25

\*Can be used on opponents lying on the ground.



## Combos

Name	Trigger	Damage
Seto Combo	H, H, H	30
(D)Nanaki Combo	H+S, S	20
Chocobo Kick	L, L - away from opponent	20

## Throws

Name	Trigger	Damage
(U,D)Biting Bahamut Zero	90, G+H+L	50

## Special Attacks

Name	Trigger	Damage
(U,D)Mega Flare	S	20
(U,D)Giga Flare	hold S	54
(U,D)Knights of the Round	jump, S	20





# Star Ocean

## THE SECOND STORY

### Section-by-Section Walk-through

XG Strategy  
by Scott Augustyn

All of you RPG fans out there looking for some kind of a fix before FF8 comes out will not be disappointed with this one.

The graphics are pretty good, the story is very interesting (lots of twists and turns), and the special skill system adds a whole new element to the game that will make you want to play it even more. Oh yeah—the music is great, too.

The controls for the normal adventure part of the game are very simple to pick up, but the controls for the battle system are completely different. There are three different types of controls you can actually choose from, and I recommend you try all of them to find out which one you like the best.

This walk-through will provide information on playing through the game as the hero Claude Kenni. However, all of the strategies should apply toward playing as Rena as well.

### Database



time to complete **60 hours**  
challenge **Moderate**  
best item **Bubble Lotion**  
best character **Rena**  
best advice **Keep that healer alive!**  
system **PlayStation**  
publisher **Sony**  
developer **Tri-Ace**

### Spells

◆ Spells are an integral part of the game. They are on the same level as techniques and must be used beforehand to find their best use. Just like techniques, spells will also go up in proficiency as you use them. This will cause them to heal or deliver more points of damage depending on the spell.

◆ One thing to remember about spellcasters is that they will usually either be casting or fighting. Rarely will they do both unless you take control of them in battle and force them to do otherwise. This is usually a safe arrangement because the damage they deliver from some of their multi-hit spells can easily do just as much damage as a hit from their weapon can.

◆ A good piece of equipment to have on any mage is the Mind Ring. This piece of equipment will recover MPs slowly but steadily throughout the entire duration of the battle. With these things activated you will be able to stretch your MP a lot further and can actually recover all of them if you keep the enemy running around the ring trying to engage you in battle.

### Formations

◆ There are 13 different formations that you can get into when you go into a battle. Head to the menu screen and set up the formation that you think is best suited for the characters who are in the party.

◆ Experiment with all of the formations on random battles. Some will put your fighters closer to the enemies where they need to be while exposing the spellcasters really close as well, and some will put all characters farther back and keep a defensive posture against any attackers. This formation is good for your spellcasters while bad for your warriors who must travel farther to get to where the battle is.

### Item Creation & Super Specialty Skills

Some of the skills that are available will open up options to build items. You can build an enormous amount of items. Here are all the item creation skills or the combination of skills that you need to get the super creation option.

<b>Item Creation Skills:</b>	For these skills you need to get the combination of skills up to at least a short level.
Art	Sketching, Esthetic Sense
Customize	Craft, Metal Casting, Functionality
Metalwork	Craft, Mineralogy, Esthetic Sense
Authoring	Writing
Compounding	Biology, Herbal Medicine, Mental Science
Cooking	Kitchen Knife, Recipe, Good Eye
Alchemy	Scientific Ability, Mineralogy, Fairyology
Reproduction	Copying
Machinery	Mechanical Knowledge, Mechanical Operation
<b>Super Specialty Skills:</b>	To get these Specialty Skills two or more members must have the skills listed.
Master Chef	Cooking, Compounding
Publishing	Authoring, Machinery
Blacksmith	Customize, Alchemy
Reverse Side	Pickpocketing, Reproduction

### Techniques

◆ Each new technique will have a certain delay and area of effect.  
◆ Test out each new one to see where it would be most useful.  
◆ Some techniques may also have different effects at various ranges from the enemy (i.e., Claude's Air Slash will fire off a fireball-type projectile from a long distance while at a short distance it will create a sort of air barrier that surrounds you and damages

all nearby enemies).

◆ You must assign the technique in order for it to be available.  
◆ Techniques are similar to spells in the fact that the more you use them the greater your proficiency in them will become. This will cause attack power to go up, or healing power to be increased. In this way the game actually rewards you for sticking to a few select techniques that work really well for your style of battle.

### Private Actions

Private Actions will come up before or sometimes after you go into just about every city. These actions will further advance the dialogue between the characters in the party and adjust the camaraderie level between all of the characters. Some of these private actions can only be performed at certain times as well and will yield new techniques or leads to getting new party members.

In any case you should always try to go and perform a private action. These may take up some time but will help you in the long run. Some of the effects that a positive camaraderie level can have are most notable in battle. If one character has a high camaraderie to another character and one of them falls in battle then the other one will flip out and go into a rage (they will fight harder, do more damage, or their spells will have greater effect). Needless to say, this can be a morbid but tremendous asset when it comes to some of those higher level battles against major foes.







## The Beginning

Your adventure begins in the small village of Arlia. Here you will get a few small items and your starting weapon. Be sure to take some time to leave the village and get used to the battle system and earn some experience.

### Arlia

- ◆ Here you will learn a little bit about your upcoming adventure. You will also be mistaken (or maybe not) for the legendary warrior.
- ◆ You will be given some weak starting weapons and told to go to the next town to the north, Salba.

### Salba

- ◆ Salba will not provide you with too much at this point. Take the chance to explore outside of the town and collect enough money to refit your character with the stronger equipment.
- ◆ Once you have talked to everyone you will have to leave the town and head back to Arlia.
- ◆ In Arlia you will find out that Rena was captured and you will have to go back to Salba to rescue her.
- ◆ Allen has taken her to his small dungeon that connects to the local mine. You will face some new enemies in the mine, but should not be overwhelmed as long as you have a good supply of healing items on you.
- ◆ At the end of the dungeon you will find yourself in front of an altar with Rena on it! You will enter a battle with Allen for Rena's freedom.

**Boss:** Allen  
**HP:** 400  
**Strengths:** Darkness  
**Weaknesses:** Light

- (1) A pretty big pushover. Just be sure to keep him away from Rena and you should win the battle easily.

### Cross

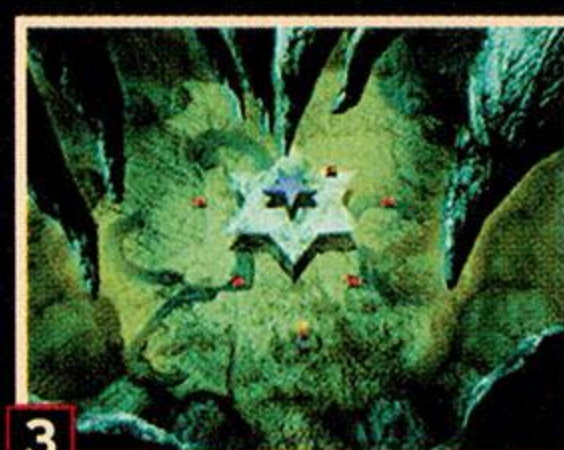
- ◆ When you first arrive here you will want to go and rest at the inn.
- ◆ In the morning register to talk with the king. You will then need to talk to the people in the castle and then the guard who is standing in the way to the throne room. After talking to the king head to the exit of the town.
- ◆ Here you will see Celine and get a side adventure to go on.

### Cross Cave

- ◆ This dungeon is similar in size and style to the mine in Salba.
- ◆ At the end of the dungeon you will find a big sculpture pulsing with magic. You then go through some short story elements and open up another room with five treasure chests in it. After collecting all the chests you will be attacked by two gargoyles. (2, 3)

**Boss:** Gargoyles  
**HP:** 1500/each  
**Strengths:** Darkness  
**Weaknesses:** Light

Celine's Ray spell will do great damage here, but again try to keep the fight away from Rena or you may run into some problems.



## Items

### How to be prepared for any dungeon

There are a couple of items that you should not be without when trying to clear out a new dungeon. These items are the essential backups that you will need in case things get hairy while you are adventuring.

These items include:

**Blueberries** - These items restore about 22% of your total health. Obviously the higher your base health the more health you will get back from this item. A good backup in case your healer is busy or dead.

**Blackberries** - This item will restore your MP, about 22% of them. That will usually be more than enough to cast most, if not all, of the spells available to any spellcaster who uses it.

**Pet Food** - Max it out when you see it in the store. This item is very cheap and can be one heck of a life saver in a deep and unfriendly dungeon. Use it to call yourself a familiar.

**Spring Water** - You won't get these available until either your familiar level is pretty high or you are far into the game. Once you do get the opportunity I recommend that you buy them. These little beauties will remove any status changes. A very valuable commodity later in the game.

Before you get Spring Water:

\* **Cure Stone** - This item does just what its description says: It cancels the stone ailment.

\* **Cure Paralysis** - This item does just what its description says: It cancels the paralyze ailment.

\* **Cure Poison** - This item does just what its description says: It cancels the poison ailment.

### Items to get later in the game

There are a couple items that you should also try to get later in the game. These items are pretty powerful and can help you get out of some dangerous situations.

**Mind Ring** - Invaluable. Causes you to regain MP during a match. Every couple of seconds you will get a small amount back.

**Bubble Lotion** - Put this on your weapon in a battle and you will have a small chance of instantly destroying anything in a hit. I am told that this can be used against bosses too, but I have not seen it myself.

**Bunny Shoes** - These shoes will make you as fast as possible on the battlefield. Need I say more?



## The Tragedy at Klik

This is the next step for your adventure. The town is located on the farthest northeastern peninsula. When you get to the town you should try to do the Private Action first. You'll see why later.

### Klik

- ◆ When you enter the town go over to the dock and talk to the ship captain. He will tell you that they will leave as soon as possible but that the ship is not ready quite yet. (1)
- ◆ Head north from the dock and enter the town square. Here you will literally run into a child and you will notice that your wallet is missing.
- ◆ If you talk to the party then you will find out that the child had blue hair. If you talk to the children who were playing on the dock you will find the child is most likely outside the bar. Head over there to meet your small friend.
- ◆ When you catch him hanging outside the bar you will ask him a series of questions. At the end of the conver-

sation he will offer to give you a tour. Take him to various places in the city to receive a shortcut explanation of the place and the people there.

- ◆ To get rid of the child, go to the dock where the children are playing. Talk to the children there and you will find some new friends for the child.

◆ After you drop the children off go and talk to the ship captain. He will tell you that they are almost ready. Head to the city square to move on.

- ◆ After the earthquake happens you will find yourself on the northern cliff in town. Talk to the people and the ship's captain, then head out toward the exit to town. Stop and talk to the child you met earlier and then head out of town. (2)

- ◆ Go to the next town of Mars.







## The Kidnapping at Mars

After seeing the tragedy at Clik you will want to go to this small town on the way to the southern port. Here you will find a devious mystery where all the children in this powerful town have been kidnapped.

### Mars

- ◆ Enter the town of Mars and try to talk to as many people as possible.
- ◆ Upgrade all of your weapons and armor in the shop.
- ◆ Then head to the first house by the entrance to town and talk with the council members about what has happened. (1)
- ◆ Here you will meet Dias and have a little bit of a disagreement with him. At the end of the conversation you will be with Celine and you will be waiting outside for Rena, who is talking to Dias.
- ◆ From the city you will need to head into the forest. This forest is pretty tough so try to be at a good level before you enter. Also make sure

that you have a very good supply of blueberries before you enter as you will be facing some pretty strong resistance. Remember, without Rena to heal the party you will have to take it easy.

### The Heraldry Forest

- ◆ The forest is filled with some pretty strong monsters, but the real challenge will come in the form of some bandits wandering through the forest.
- ◆ Remember to equip the boots the mayor gave you so you can cross the swamp parts of the forest. (2)
- ◆ After a short time you will start being accused of having a much larger party and causing more havoc than you really are. At the end of the forest

you will need to face a boss.

**Boss:** Vermillion  
**HP:** 3000  
**Strengths:** Darkness  
**Weaknesses:** Light, Fire

Try to use Celine's Ray spell to deliver some long-distance light damage on him. (3)



1



3



2



## The Possessed Warrior

After you finish at Mars and head down to the port town of Harley you will hear some rumors on a dragon that has started to terrorize the town of Salba. This whole chapter is somewhat of a sidequest, but if you do it you will get a chance to get a new character.

### Harley

- ◆ Enter Harley and talk with the two people standing close to the entrance. They will tell you about the dragon that is terrorizing Salba.
- ◆ Leave Harley and head over to Salba.

### Salba

- ◆ Go over to the mine and try to enter it. The soldier guarding the entrance will tell you that another warrior has already entered the mine and that you may help him if you wish. (1)

### Salba Mine

- ◆ The area of the mine that you need to go to is in the part that you previously did not enter. There is a sign saying dragon ahead there.
- ◆ This area of the dungeon holds much stronger enemies so be ready.

- ◆ After wandering around in the dungeon for a little while you will run into another warrior. He will run past on the screen and you will have a short dialogue between the characters in your party. You surmise that he is the other warrior the guard outside told you about and you should help him. Follow the path he was heading down to reach him.

- ◆ Eventually you will reach the dragon but the other warrior is already battling it. You decide to stay and try to encourage the warrior to beat him. In doing so you end up distracting him and the dragon possesses him. (2)

- ◆ He becomes very distraught and you get an opportunity to take blame for his situation. This will also lead to the decision of whether or not you want him in your party.

### Mars—Ashton's Dragon sidequest

- ◆ If you decide to try to help Ashton remove his dragons you will first need to head back over to Mars and do some research.
- ◆ From the books in Mars you will find out where you have to go. The first trip will be to the mountain palace. (1)
- ◆ The mountain palace is located south of where Clik used to be and there is a guard at the top of the mountain who won't let you pass.
- ◆ To remove the guard you will need to head back to Cross castle and talk to the king again. Once you talk to him you will receive a pass and some money.
- ◆ At the end of the mountain you will find a silver cup. This is the first part to freeing Ashton, but as soon as you grab it you will be attacked by a powerful demon.

**Boss:** Nightmare  
**HP:** 9000  
**Strengths:** None  
**Weaknesses:** None

Keep attacking, don't give it the opportunity to attack you or it will perform some seriously damaging spells. Try to control Rena and let the warriors duke it out with it.

- ◆ After defeating the boss you will determine that you need to go to the mountain range that is west of Cross castle.
- ◆ The battles here are tough and the enemies are strong, but the dungeon is fairly short and completed quickly.
- ◆ Of course when you reach the end you will have to fight a final boss character to get the next item necessary for the exorcism ceremony.

**Boss:** Jin  
**HP:** 20000  
**Strengths:** Fire & Wind  
**Weaknesses:** None

With this boss being air-based, charging into battle is that much harder. Try to avoid getting caught underneath one of your own fighters or you may destroy both chances at hitting it.



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## Lacour's Tournament

After you finish with Ashton you should head to Harley and catch a ship over to the continent of Lacour. Here you will have to participate in a contest of arms so try to spend some time building up Claude a little.

### Harley

- Besides the rumors about the dragon in Salba there is not much else going on in this town. Be sure to upgrade all of your weapons and stock your items then grab a ship over to the continent of Lacour.
- The ship that you take will land you in the small port town of Hilton on the continent of Lacour.

### Hilton

- Again there is not too much to do in this town. Upgrade all your weapons and armor and stock up on the necessary items. Then leave the town and head a short distance north to the castle of Lacour.

### Lacour Castle

- Lacour is a pretty big place. There are a lot of shops and people walking around, some with valuable things to say, others with not-so-valuable things to say.
- To get the story moving you should head to the receptionist desk in the castle. There you will try to get an audience with the king. You will also be told that the only way you can get an early audience with the king is by winning the tournament that is

being held. (1)

- Claude talks to the party members and asks if he can join the tournament. The party agrees after a short cinema.

- You will then need to head to all of the weapon shops that are out there and pick the one that you want. Remember that what they offer is what you will wear, and what items they give you is all that you will have.

- After you get the badge then you can enjoy the town or go outside and build some levels. When you are ready go back to town and stay at the inn.

- When you wake up head to the north side of the town and into the castle.

- When you enter the castle you will have to register at the desk, then head into the waiting room to the left of the desk and talk with the soldiers. Eventually a soldier will come in and you will begin your first battle. (2)

- The first two battles are not too difficult at all, but the third is pretty tough. Try to use your special attacks on this monster. If you let him get close then you might have a real tough time beating him as he may just kill you.

- Whether you make it to the end of the tournament or not the story will continue and Dias will win the tournament.

- You cannot win in the battle against Dias so don't even try. Losing to him is part of the story so just let him beat you. (3)

- After you recover from the battle you will want to head over to whatever shop that sponsored you and collect your prizes. Then head over to the home that is on the far west side of the castle and talk to the old man. When you do this you will get a pretty strong sword for free and a compliment.

- Finish your business in the castle and then head out and over to Linga. (4)



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## Meeting Opera Vectra

She is the alternate party member you can get if you didn't get Ashton to join your party. Unfortunately if you have Ashton in your party then you cannot get Opera so just skip this part of the walk-through and go to the next part.

### Start in Hilton

#### !! SPECIAL NOTE !!

For any of this to happen you will need to have performed the Private Action in Cross castle and have met the three-eyed man in that castle.

- Head into the bar and witness the contest that is being held there between a man and a woman. A short dialogue will happen and you will meet Opera. She will tell you that she is going to head back to Cross castle to try to catch up with this man.

- You will want to follow this woman so head over to the boat and take a quick side-trip back over to Cross castle.

- Once you reach the continent then head over to Cross castle and talk to the king. You will receive a new subject to talk about, and that is about

Opera. He will tell you that she went to the Mountain palace and you decide that you should go there as well to try to catch up with her.

- After getting permission from the king you should head over to this dungeon and get crawling.

- After some traveling you will run into Opera complaining. You will have a short dialogue and get the opportunity to get her to join the party to search for her boyfriend.

- Soon after that you will find a new boss to fight.

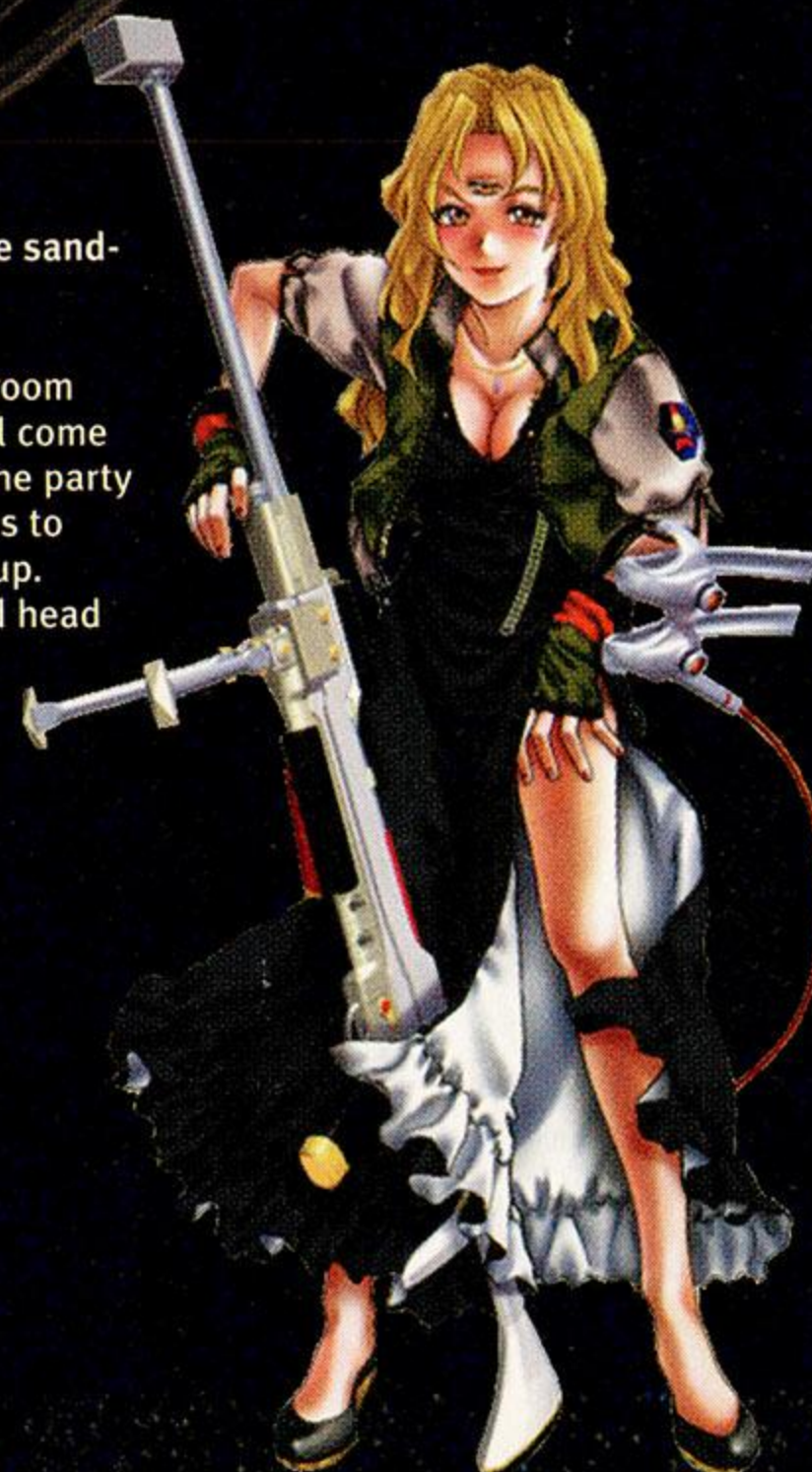
**Boss:** 2 Flare Lizards  
**HP:** 5000/each  
**Strengths:** Fire & Electricity  
**Weaknesses:** Ice

These bosses are very strong and you should try to attack them from a distance if possible. Once one of them is

down then the other can be sandwiched easily for victory.

- Once you examine the room beyond the bosses you will come to a dead end. From here the party will ask Opera if she wishes to permanently join their group. She agrees and you should head out to return to the continent of Lacour.

- Once you are back on Lacour head north past the castle to Linga.







## Linga & The Cave of Sages

Here you will finally be able to translate the ancient writings that you got so long ago. Unfortunately the one person in town who could translate won't see you. Figures. So to prove your worth you will have to go on a small adventure to the Cave of Sages.

### Linga

- ◆ When you first enter this town you will stumble onto an interesting pair of characters. A robot and a human girl chasing the robot. You will have a short dialogue and then have to move on.
- ◆ The house that has the most proficient translator in the town is close to the opening to the northern part of town. It is to the right of that opening. Go in there and talk with the assistant. (1)
- ◆ Having been turned down from meeting with the professor you will want to talk to some of the people around the town and see if they can help you. The person who you want to talk to is the one who runs the pharmacy to the left of the university. His name is Bowman and he will give you a quest to prove your strength and determination.
- ◆ This cave is to the east of the town itself. Get prepared before going into the cave, though, because you will fight some pretty tough monsters in there. And you may be wandering there for a while.

### Cave of Sages

- ◆ This cave is filled with some pretty strong monsters so you will want to stock up on the blueberries and blackberries before entering.
- ◆ There are a ton of plants to find in the cave, the problem lies in the fact that all of them have been discovered previously. There is one plant in the center of the dungeon you will find that looks to be unique.
- ◆ The problem with that is it's guarded of course.

**Boss:** 3 Vissayers  
**HP:** 10000/each  
**Strengths:** None  
**Weaknesses:** Light & Lightning

These bosses are especially dangerous up-close because they can swallow party members. If they do, those party members will be out of the battle until they are spit out or a successful attack on the monster forces them to release the character inside. Try to use long-range attacks to avoid getting killed this way. (2)

- ◆ After you kill the bosses then make your way out and back over to Linga and the pharmacy shop where Bowman is.
- ◆ There talk to Bowman and give him the plant that you worked so hard to obtain. He may either be impressed or give you the heartbreaking news that the plant was already discovered. Don't worry though because any way you hand it to him he will be impressed with your strength and take you to meet Keith right away. There you will learn a little interesting information about the writings but not much other than that.
- ◆ After the short dialogue you will end up staying the night at Bowman's house. Here you will get the opportunity to get Bowman as a party member if you haven't picked up Opera as a party member already.
- ◆ When you finish it will be time to head back over to Lacour Castle and talk to the king.



## The Energy Stone

After finishing in Linga you will want to head back over to the castle of Lacour. Once you enter you will find out some disturbing things and you will be charged with saving the castle and continent!

### Lacour Castle

- ◆ Enter the castle and talk with the soldier by the gate.
- ◆ Head to the back of the town and enter the castle. Once inside talk with the receptionist and register.
- ◆ When you enter the main area talk with the old man who Rena knows and you will get a free set of armor.
- ◆ Head downstairs and into the laboratory. You will witness a discussion between the scientists and the king. You will be caught and have to take on a mission to prove your innocence.
- ◆ If Bowman is in the party he will talk with the king. If he is not then one of the scientists will recognize Claude and vouch for him.
- ◆ Go to Hilton and catch a ship that will go to the Hoffman Ruins where you will need to find the magical stone.

### Hoffman Ruins

- ◆ The ruins are not too complicated. The only thing to get used to is that the paths circle around and some can be hard to see in the background.

- ◆ Another thing to note in the ruins are the switches scattered around. For the most part when you flip these switches you will cause a massive explosion and damage the party. This can be dangerous with some of the monsters that are roaming around the ruins.
- ◆ There is one switch that is in the middle of the screen though, and if you set this one off you will open up the wall behind it. In this small cavern that is behind there you will find some pretty good treasure.
- ◆ You cannot miss the energy stone that you need because there is a save point right before the room with it and there is a pretty good glow that comes from it.
- ◆ When you go for the stones you will be attacked by a couple bosses.

**Boss:** 2 Harphynxes  
**HP:** 36700/each  
**Strengths:** Fire & Wind & Star & ???  
**Weaknesses:** Lightning & Light & Dark

These two have very good up-close defense. It is not unbreakable but they are very fast and can often beat you to a one-on-one hit. Try to turn off some MP on these two. Once one of them is dead then the other one is much easier to beat. (1)

- ◆ After defeating the two bosses you will have a short dialogue.
- ◆ If you have Opera in the party then you encounter a familiar face, Ernest. He is possessed and you must battle the possessing ghost out of him.

**Boss:** Ghost  
**HP:** 8600  
**Strengths:** None  
**Weaknesses:** None

This boss is pathetically easy for you as long as your characters are somewhat built-up by this time. (2)

- ◆ After you finish the ghost you will get the opportunity to keep Opera in the party or not. If you choose to keep her then you will also get Ernest as a party member.







## Invasion of Lacour

You retrieved the energy stone that was hidden deep in the Hoffman Ruins, but upon returning you find out that Lacour is at a precarious brink.

### Lacour

- ◆ Head back into the castle and show the king that you have collected the energy stone needed.
- ◆ He will then ask you to go to the front line outpost and help them defend the border from the invading hordes of monsters. (1)

### Front Line Outpost

- ◆ The outpost itself is north of the port town of Hilton. The monsters surrounding the fort can be powerful so you should try to spend some time out there and build up some levels.
- ◆ When you arrive in the fort try to talk to everyone. To move the story along you will want to go to the general's office.
- ◆ After talking with the general go outside and talk with Rena.
- ◆ After finishing some more story you will retire for the night. When you wake up in the morning you will want to talk to a couple people. After you finish talking to a few people the alarm will sound and you will want to run to the battlement overlooking the valley.
- ◆ The first battle you will have to fight will be with Sin.

**Boss:** Sin  
**HP:** 21000  
**Strengths:** Everything  
**Weaknesses:** None

You cannot beat this boss so just run around and avoid him. Eventually the battle will end. (2)

- ◆ You will then have to rest and talk to more people around the base. The alarm will sound again and you'll have to run back to the battlement.
- ◆ During this battle the Lacour Hope will be fired though and the battlefield will be cleared. (3)
- ◆ You will now need to go back over to Hilton and board a ship that is getting ready to leave. This ship is bound for the Continent of El.
- ◆ Upon approaching the continent you will come under attack again, by the same enemy you fought before Sin. He is still unbeatable but instead of dodging him you will need to just let yourself be killed by him.
- ◆ You will then wake up washed up on the shore of El with Leon.
- ◆ Head out of the shore and to the village to meet the rest of the party.
- ◆ From there you will be able to choose to keep Leon there or bring him with your party.



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## Skills

**Which ones to power up and which ones not to**

A total of 45 skills exist in the Star Ocean world. Deciding which one of those to power-up can be a very daunting task. Save up all of your skill points until you get the skill of Perseverance. Once you get it maxed out, this will cause the skill cost for all of the other skills to lower.

What you do with your points after that is a matter of preference. You should take into consideration the nature of your character though. I recommend you learn motormouth for your spellcasters and combat skills for your warriors. Here are some more suggestions for a powerful character.

**Effort** - This skill lowers the amount of experience you need to get to another level.

**Mental Science** - Especially valuable for the spellcasters. It increases the amount of MPs by five times the skill level.

**Whistling & Animal Training** - These two skills combined will allow you to use the familiar skill. This will be invaluable when you are in a deep dungeon and need some supplies. Have a good supply of pet food though.

**Functionality** - Increases four of the major statistics in the game: Str, Dex, Agl and Int. High-priced but a nice payout at lower levels.

**Copying** - Essential if you wish to try to reproduce a lot of the powerful items in the game. The higher your level the higher the chances of you successfully making the copy. Requires the Magical Camera, and the Magical Film.

### Counterattack

Another priceless skill for warriors. This skill offers a chance that each attack the enemy tries will be cancelled and you will push an attack through on them. This does not guarantee a successful hit but your character will take a swing at the enemy.

**Gale** - A very useful combat skill that increases the speed you move on the battlefield.

## The 10 Sages

Think you are getting close to the end of the game? Well you are wrong. You are now about halfway done. What else could there possibly be? You will see soon enough, in the tower of Eluria.

### Eluria Tower

- ◆ The battles in the tower are very hard so try to have your character's levels at least in the high 30s or low 40s.
- ◆ As you move through the levels you will see a bunch of glass statues of various sizes and shapes scattered around the tower. The numbers and letters they have on them are a code you will later need to get to the top floor.
- ◆ When you reach the high priest on the highest floor he will ask you for the code. Here you will need to enter A, P, O, C, A. That will open up the way to the rest of the tower by giving you a security card.
- ◆ Go to the left closed-off area first. You will be returned to the Calnus and you will talk with your father for a short time. Demand to be returned and say goodbye to your friends.

- ◆ When you return go to the other closed-off area and you will fight Sin for real this time.

**Boss:** Sin  
**HP:** 21000  
**Strengths:** Everything  
**Weaknesses:** None

A pretty tough battle, but not too bad. He is a lot more mellowed out than before and you can actually kill him. Use quick sword attacks to crush him and his cronies. (1)

**Boss:** 3 Stone Statues  
**HP:** 2200  
**Strengths:** Dark  
**Weaknesses:** Light

The extra cronies you will need to fight. They are not too hard and should be taken care of first so they are out of the way.

- ◆ After beating up Sin go up a few more floors to the sorcery Globe itself. You will see more of the story and be launched into another battle.

**Boss:** Metatron?  
**HP:** 100000  
**Strengths:** None  
**Weaknesses:** None

Unwinnable battle, just stay alive long enough and you will get through the battle.



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## Energy Nede

After a pretty sound defeat by the 10 Wise Men you are transported to a strange world that Rena recognizes as Nede, her home planet. You will need to wander about for a while until you meet with the mayor of Central City. There your new adventure begins.

### Central City

- ◆ This city is a very big place. You can buy some very powerful weapons and armor here. Also be sure to check out the item shop and stock up on the cool and valuable things they have here.
- ◆ On a side note, if you use your authoring skill to create some books you can sell them to the editor in the main city building. If you then go back to him after a while he will be selling the books. When you return he will reward you with the royalties from the books' sale. It is a good source of practically free money.
- ◆ If you want to get another extra person for your party you will need to wander around the town and see the person following you. (1)

### Giveaway

!! SPECIAL NOTE !!

You cannot reach these towns yet but you will be able to as soon as you get yourself a Synard. Be sure to check them out at least once when you can.

- ◆ This city is much like Linga, a city of scholars. Be sure to check out the university in the back of the town.

- ◆ Also be sure to have yourself a private action in this town so you can learn a little bit about the library records in Central City.
- ◆ You can also gather some good items in this town.
- ◆ Be sure to talk with the professor in the computer lab. He will tell you what he has been working on lately, then talk to the dean and see what he has to say. When you get Chisato in your party you can get the requested information from her on how to get into those encrypted files. You will then have to wait until you get back from the Monsho Research Facility to get the final things you need. Once you return talk to the professor again, then talk to the dean again, then talk with the professor again. You will need to burn some time then, so do a private action, then return and you should be able to read those encrypted files. (2)

### Fun City

- ◆ A special kind of town that is filled with games. It costs a small amount of money to get into the town but you will have the opportunity to win some very powerful items if you play your cards right.

- ◆ The bunny race is hard to guess but can deliver some pretty good loot if you are patient. Buy the 10-race deal and go through all 10 races. (3)
- ◆ The cooking contest is pretty hard and be sure to equip the all-purpose knife on Rena before you enter the contest. Try to make the more challenging dishes to score higher points.
- ◆ The arena is a pretty cool place to fight. There are several different kinds of battles you can get into and you can get some pretty good prizes if you win. A definite must-try.

### Armlock

- ◆ The town of weaponry. You will actually need to visit this town in the progress of the game.
- ◆ It is illegal to use weaponry here but they sure do make some killer weapons. You can buy the weapons in the shop and equip yourself for your upcoming battles.
- ◆ As soon as you can get your Synard you should fly over to here and outfit yourself with the best equipment you can afford. The equipment here will keep you alive for a while.



## Catching a Synard

To get yourself around on the planet of Energy Nede you will need some flying transportation. This section picks up at the point where you will be trying to arrange some flight for you and your group.

### North City

- ◆ North city is where they breed and raise the Synard. This also holds a big library that is completely electronic.
- ◆ When you get near the shop in this town you will see that same woman you saw before in Central City who was following you. She quickly runs away before you can catch her.
- ◆ To get the ball rolling on getting you a Synard you will have to go to the north part of the town and talk to the receptionist by the door.
- ◆ After inputting data into the mind of the Synard, the animal goes mad and starts to destroy everything. You run outside quickly to try to stop it.

**Boss:** Synard  
**HP:** 43000  
**Strengths:** None  
**Weaknesses:** Lightning

A tough fight because the enemy is in the air. Try to attack it quickly and

from behind if possible. The animal's fire breath will do enormous amounts of damage to anyone who gets too close to it. (1)

### Noel's House & Synard Cave

- ◆ From North City the director will send you to the home of someone new. Here you will meet Noel. She will help you catch Synards in the local cave where they live.
- ◆ The cave of the Synard is not that far from Noel's home but be prepared for some very hard battles. Spend some time wandering outside to build up some levels before entering. Remember you can go to Noel's home and rest to recover your energy.
- ◆ As you wander through the cave you will see the woman who has been following you run above you. She will drop something on the ground before leaving and you can head back over there and pick it up. If you do you will

find that it is the business card of Chisato Madison, and that she works for the Central City Newspaper.

- ◆ The Synard is on the lowest level and is under attack when you reach it. Charge in and try to save it.

**Boss:** 2 Archemenes  
**HP:** 40000/each  
**Strengths:** None  
**Weaknesses:** Lightning

The main strength of these bosses is their speed. They are very fast and can teleport across the screen. Watch them when they get near your spellcasters and try to use Celine if possible. Her thunderstorm attack will do pretty good damage on both of them. (2)

- ◆ After beating the two attackers you will earn the respect of the Synard and she will agree to help you on your journey. Now you can fly anywhere that you want.







## The Field of Intelligence

This is your first challenge to get the power of Nede. This is the easiest of the challenges and that is why you should perform it first. The goal is to use the teleporters to make it into the center of the maze.

### Central City

- ◆ After talking with Mayor Narl you should head downstairs to the newspaper and try to talk with Chisato. She is the editor you saw in the Cave of the Synard. When you show her the card you have she confesses to following you and you will have the opportunity to have her join up with you as a party member. (1)
- ◆ You should also take some time to restock your inventory and upgrade any weapons or armor.
- ◆ Now you will need to head to the field of intelligence. The picture below will show you what to look for. Another useful tip to finding these fields is to check the radar and fly over all the red spots on the map.

### Field of Intelligence

- ◆ In this dungeon there are some pretty difficult enemies. One of the hardest ones are the wizards. They can cast some serious group-affecting spells and are invincible when they are moving around the battlefield. Either use your own attack magic against them or double or triple team them.
- ◆ When you start the area you should go to the left side first. To get

to the center you will need to make all of the pedestals spin. To use the teleporters you will need to step on the green pads. Realize that where you get teleported to will be in the same location as where you teleported from, just on the other side. Once you activate all of the pedestals head over to the right-side mirror side. (2)

- ◆ The right side isn't complicated at all. Pretty much the same things as on the left-hand side. Once you activate all of the pedestals on the right side you will see a brief scene where the center teleporter is activated.
- ◆ Go back to the beginning and enter the center mirror to get to the end of the field.
- ◆ When you enter the end you will see an altar and be able to gather the first piece of the Nede puzzle. You will have to fight a boss as well.

**Boss:** Magic Hand  
**HP:** 60000  
**Strengths:** Earth & Water & Fire & Star & Lightning & Fusion  
**Weaknesses:** None

**Boss:** 2 Magic Boxes  
**HP:** 30000  
**Strengths:** Fire & Lightning & Star  
**Weaknesses:** None

**Boss:** 1 Work Box  
**HP:** 30000  
**Strengths:** Fire & Star  
**Weaknesses:** Lightning

**Boss:** 1 Guard Box  
**HP:** 30000  
**Strengths:** Lightning & Star  
**Weaknesses:** Fire

To beat all of these enemies you will need to take them one step at a time. First you should move all characters away from the center of the screen. Then start by attacking and destroying the guard and work box first, they will be the major protectors of the hand if you let them. Once you kill them you can either destroy the magic boxes that feed the hand the instructions on how to attack or you can try to attack the hand itself and then take out the boxes. I chose to destroy the boxes first and that crippled the hand for an easy kill. (3)



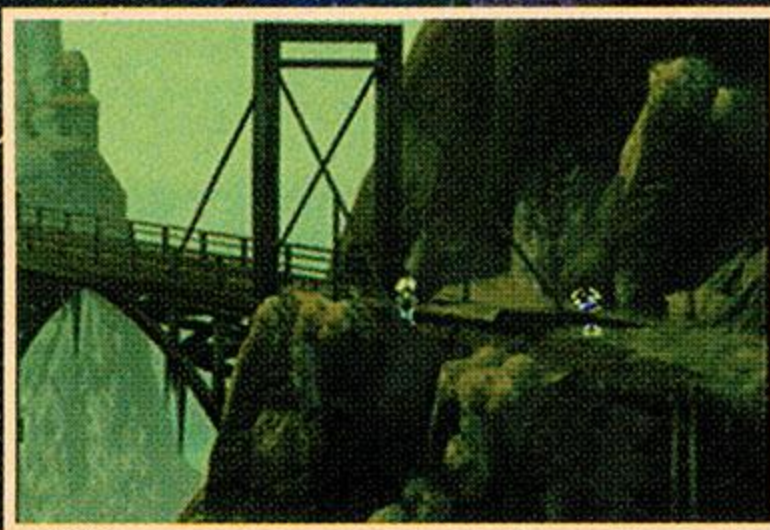
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## The Field of Power

This field should be your next destination as it is the next difficult in the series of four. Here you will face some very hard enemies and be challenged to a new kind of combat with enemies. If you can grasp this combat you can acquire some very strong treasure.

### Field of Power

- ◆ The field of Power is located on the snowy mountain island. The entrance is at the base of the mountain and the only place you can enter.

### Inside the Field of Power

- ◆ The type of enemies you will face in this mountain trial are extremely powerful, hence the name of the test. You won't find any annoying magic-users here but you will be just overwhelmed by the amount of damage these enemies will deliver. Protect your spellcasters very well or you may lose that vital heal spell and be in big trouble.
- ◆ Another problem you will find in this cave will be the scattered Yetis that are all guarding switches. To get past them you will have to kill them

all before they can get to the right side of the screen. It is a pretty difficult task, but if you can do it then you can gather up some pretty good treasure. If you cannot then you will make the path to the top a little longer and may just trap yourself in completely. (1)

- ◆ When you reach the top of the mountain you will have to cross a bridge and halfway across the bridge you will be attacked by the field's guardian.

**Boss:** Guardian  
**HP:** 130000  
**Strengths:** Earth & Water & Fire  
**Weaknesses:** Dark

This battle will be a very difficult and a very long one. The amount of damage he can deliver is enormous and he knocks you back with every hit. Try to use all of your MPs using your

special techniques on him, then sandwich him with your fighters and just trap him with hits. Eventually his arms will be destroyed and you will be facing his arms with balls attached at the ends. These do more damage and affect a small radius around him. Once you do some more damage his arms and legs will be destroyed and he will attack by doing a small circular laser attack. Try to attack him from a distance here or you may get smoked pretty bad.

- ◆ The fastest way down is to go to the edge shown here and try to see if your voice can make an echo. This will cause an avalanche and you will be thrown down to the first level, at the entrance. You will take some damage but it may be the only way down if you can't beat the Yetis to the switches. (2)



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## The Heroes

### A brief look at each of them

There are a total of 12 different characters in the game. Some of the characters are tied together with the hero (or heroine) of the game. Basically this means that some of the characters will join the party only if the hero who you chose was Claude or Rena. There are also some characters who will not join your party if there is another certain character already in the party. Example: If you have Ashton in your party then you cannot get Opera.

**Claude Kenni** - One of the main heroes to choose from. He will be an incredible fighter when he develops.

**Rena Lanford** - Pretty much the only healer in the game, also one of the main heroes. She becomes a powerful spellcaster.

**Celine Jules** - Well-versed in the Heraldic Arts, she is a powerful spellcaster.

**Bowman Jean** - A former professor turned fighter. He can get some powerful techniques later in the levels.

**Dias Flac** - One of the greatest swordsmen in the game. He will only join the party if Rena is the hero.

**Precis F Neuman** - She is an inventor and machinery freak. Although she can do some good damage she is very much a long-range fighter.

**Ashton Anchors** - He has a fighter's heart, and will only join if Opera is not in the party. His techniques are very powerful and he can be a very useful fighter to have.

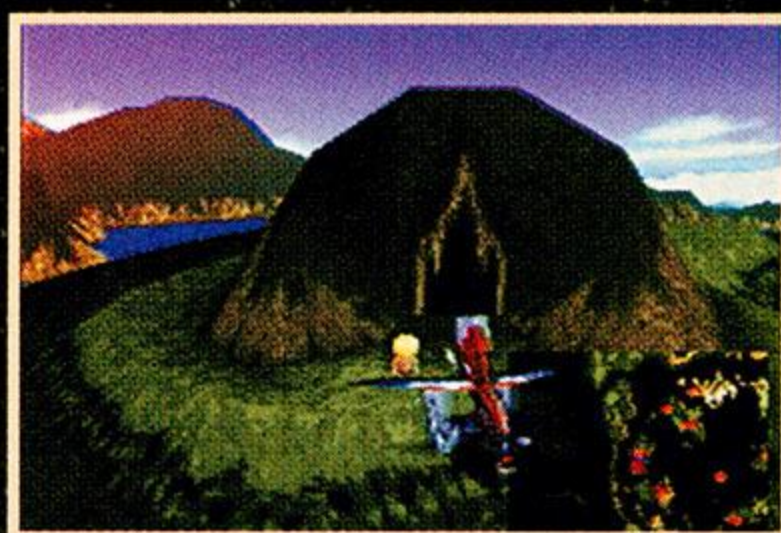
**Leon Gesde** - A very powerful offensive spellcaster. He will only join the party if Claude is the hero.

**Opera Vectra** - She can be a vicious enemy against any flying creatures you attack. Will only join the party if you don't have Ashton in it.

**Ernest** - His range is very long for a normal attack. He will only join the party if Opera is in the party as well.

**Noel Chandler** - He is one of the only other characters who can heal at all. This character is very balanced out.

**Chisato Madison** - A powerful warrior. Some of her techniques are very fearsome and can do good damage.



## The Field of Courage

◆ The next field is the one of Courage. This one has pretty much the same type of monsters the previous one had. They are slightly stronger and there are slightly more of them. Here is where the field is located.

◆ This is the first and only real maze in the game. There are several paths to the end but there are just as many ways to go in circles forever as well.

◆ If at any time you get lost and cannot find your bearings, just head back through the entrance that you came and you should end up at the beginning of the maze.

◆ Here is one path to get through the maze: (from the start) up (on left-hand side), top-left corner, up, left.

◆ Remember there is a bunch of treasure that is scattered around the dungeon. You will need to stray away from the path in order to gather all this stuff.

◆ When you reach the end of the path you will find the Hero statue. Gather it up and then backtrack to the beginning of the dungeon.



1



2



## The Field of Love

◆ This is the last and most difficult of fields. The enemies you will face here will be extremely strong and can dish out incredible amounts of damage. This field is located pretty much in the middle of the map. It is a floating castle and you will land on it when you near it with your Synard.

◆ This field is incredibly small. Just follow the paths that are laid for you. You will need to touch each of the crystal balls to rotate the platforms and create bridges for you to get across.

## The Field of Courage

The third most difficult field to challenge. Here your biggest puzzle will be the maze that you have to navigate. The enemies are similar in power to the former trial, the field of Power.

◆ From the beginning head to the right and then head right again. Take the elevator. (1)

◆ From the exit of the elevator head to the right and examine the altar. When you put the statue back in its place you will get attacked by the next boss.

<b>Boss:</b>	Guardian
<b>HP:</b>	130000
<b>Strengths:</b>	Earth & Water & Fire
<b>Weaknesses:</b>	Dark

Sound familiar? It's pretty much the same as the previous guardian. Use the same strategy as you did before and you should be able to win. (2)



## The Field of Love

The toughest and final field that you must conquer. The good news is that it is probably the shortest challenge in the game. The bad news is that it is filled with some really difficult enemies who don't like you.

◆ When you get to the end you will of course face a boss.

<b>Boss:</b>	Lavar
<b>HP:</b>	60000
<b>Strengths:</b>	None
<b>Weaknesses:</b>	Light

This boss is not too difficult but she is surrounded by two of the stronger enemies who are found in the field. As long as you keep attacking her she will not be able to do too much against you, but her minions are a lot tougher. (1)



1





## Central City

- ◆ After defeating the field of Love you will want to return to Central City and report your progress to the Mayor. Narl tells you he can see you have gotten much more powerful since you began your quest to conquer the four fields.
- ◆ You will then meet the general Marianna. She will confirm that the defense force is ready to move against the Ten Wise Men. She also states that the attack will begin tomorrow.
- ◆ After a night's rest you will be teleported to Aqua and get ready to travel to the Wise Men's home town of Feenal.
- ◆ When you reach Feenal you will see a small cinema where Claude's father comes under attack and you will get into a battle with a mech and its small counterpart.

## Confrontation

The final battle is near. With the power of all four of the fields things are starting to look up for our party for a change. Talking with the mayor of Central City will reveal some disturbing facts but the story continues to plod on.

**Boss:** Takikodus  
**HP:** 25500  
**Strengths:** Water & Wind & Fusion & Light  
**Weaknesses:** None

**Boss:** Mi-lu  
**HP:** 18000  
**Strengths:** None  
**Weaknesses:** Lightning & Star

The bigger threat in this pair is definitely the Takikodus. Focus all of your attention on that unit before going after the smaller one. (1)

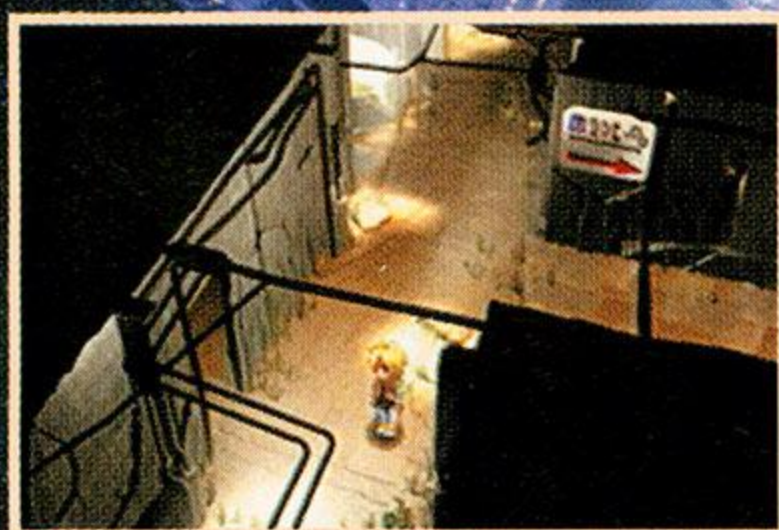
- ◆ After defeating this wave there is another one, and finally one more that you don't have to fight. Finally Claude will try to attack the wise man himself. Don't worry about your health though because you will not be in the fight for very long.

**Boss:** Zaphikel  
**HP:** 150000  
**Strengths:** Earth & Fire & Lightning & Dark  
**Weaknesses:** None

This is a fight that you cannot win so don't even try. Just let him defeat you and the story will go on. (2)

- ◆ After you are defeated in battle you will retreat back to Aqua and wake up in Central City. The mayor will tell you that you fought well and the problem is your weapons are not powerful enough to affect the Wise Men and their minions. Time to get yourself some better weapons. Woohoo!

- ◆ He then tells you to go and meet him at the city of Armlock and that he will take you to the Monsho Research Facility there.



## The Monsho Research Facility

This is where some of the Nedians' most powerful weapons were created. You will need to go here and try to salvage as much as you can for your upcoming battle against the 10 Wise Men.

## Armlock

- ◆ If you haven't yet, when you get to Armlock be sure to upgrade all of your weapons and armor to the best possible.
- ◆ When you get to Armlock you will also notice there is a person waiting outside for you at the far house. Go there to meet up with the mayor and enter the sealed door. (1)
- ◆ The door itself will take you to the Research Facility. Once there be sure to check around as much as you can. You should be able to find a pretty valuable treasure, the mind ring. You will also learn a lot about the history behind Rena and the facility's demise.
- ◆ After seeing the video Rena runs out and Claude goes after her. You will need to go back by the transporter to find Rena and keep the story moving. (2)
- ◆ Once you finish talking with Rena head back to the central computer and talk with the rest of the group.
- ◆ When you return to Armlock you will need to go to the house that is in the center of town. The one with the chimneys on top. There talk to the owner of the house Mirage. (3)
- ◆ The weapon that is shown is very advanced and supposedly very powerful.

ful. To make this weapon though you will have to find some pretty rare minerals.

- ◆ The mine that holds this rare metal is to the west of the town so get yourself prepared and then head out and over there.

## Minay Cave

- ◆ The cave itself is not all that difficult. You will face only a couple new enemies and they will most likely just take a while to kill and not be overly powerful.
- ◆ Toward the end of the cave you will come under attack by the one and only animal that Mirage mentioned had the metal. And it's a big one.

**Boss:** Vark  
**HP:** 150000  
**Strengths:** None  
**Weaknesses:** None

With only one type of attack this enemy is not too difficult. Make sure Rena has some kind of cure-all spell like Fairy Light before even attempting it. The one attack that this beast

does perform is a pretty strong one that will do thousands of points of damage to the whole group. (4)

## Armlock

- ◆ When you finish in the cavern you will want to head back to Armlock.
- ◆ Once there talk to Mirage and pass her the metal you just gathered. She will begin working on the weapon right away and will tell you the mayor already left. She also says the mayor told the group to go over to Fun City.







## The 10 Wise Men Attack

After getting all of the materials necessary to create weapons to fight the 10 Wise Men you head over to Fun City. There you will train for your upcoming battle. Your characters are reaching the end of their quest.

### Fun City

◆ Head to Fun City like the mayor ordered and you will be met at the entrance by a park employee. Here you will be able to train with the new weapons Mirage supplied you. This is a great way to gather up some extra experience. You can train for as long as you like and you can even rest up after each fight. This is a great place to fight and gather some easy experience so take advantage of it. (1)

◆ When you are ready to move on with the story choose to head out and meet up with the mayor. Once this is chosen you will meet up with a trio of Wise Men. A battle with one of them will ensue.

**Boss:** Zaphikel  
**HP:** 150000  
**Strengths:** Earth & Fire & Lightning & Dark  
**Weaknesses:** None

This sage has a couple very powerful up-close attacks. Try to use long-range attacks to keep your distance or sandwich him between two fighters and don't give him the chance to attack you. Be very careful to keep your healers protected, you will definitely need them. (2)

◆ Once you beat this wise man you will remember that there are two more running around. You will then go running out of the stadium after the other two. When you reach the outside of the arena you will run into another one of the Wise Men.

**Boss:** Jophiel  
**HP:** 160000  
**Strengths:** None  
**Weaknesses:** None

A very quick target. Not too many attacks, but you may have a tough time keeping up with this one. His attacks are hard to avoid but you can take a hit or two and survive as long as your levels are somewhat decent by this time. (3)

◆ After beating this wise man you will remember that there was one more and that he said something about following that woman.

◆ Head to Armlock, and then over to Mirage's house to catch the third and last wise man.

**Boss:** Metatron  
**HP:** 170000  
**Strengths:** Everything  
**Weaknesses:** None

The hardest of the three that you have fought up to this point. He is strong to everything and one heck of a fighter. He has two major attacks, one sword attack that is so fast that it can cancel some of your attacks in mid-slash, and a shield attack that will make him invincible for a short time. When his shield goes up you should try to avoid him until the shield drops. (4)



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## The Final Battle

This is the final attack, but it is the most major battle you will be in. I suggest you stock up on pet food before you go into the tower. You will need the extra supplies that your familiar can bring to you.

### Feenal

◆ Be sure to get yourself prepared before you enter into Feenal. As soon as you enter you will be attacked by three more Wise Men so be sure to save before entering.

**Boss:** Zadkiel  
**HP:** 105800  
**Strengths:** None  
**Weaknesses:** None

**Boss:** Raphael  
**HP:** 85200  
**Strengths:** None  
**Weaknesses:** None

**Boss:** Kamael  
**HP:** 45500  
**Strengths:** None  
**Weaknesses:** Earth & Fire & Lightning & Dark

Although the HP for these enemies are lower than normal the attacks they do are enormously powerful. You need to concentrate on one of the Wise Men and then move on to the next after he has been defeated. One tactic I found that worked was switching to Rena and taking care of all of the healing. (1)

◆ Once you finally get into the town you will have to find the elevator and head to the fifth floor. When you get on the fifth floor you will face two more Wise Men.

**Boss:** Haniel  
**HP:** 160000  
**Strengths:** None  
**Weaknesses:** None

**Boss:** Michael  
**HP:** 180000  
**Strengths:** Everything but...  
**Weaknesses:** Water

These pair are another problem. Try to cast Anti when you start to lessen the fire damage that will be done to the group, also equipping star rubies will reduce the damage received. Switching to Rena and letting the rest of the group pummel one of the Wise Men worked again for me.

◆ With the death of these two you have almost wiped out the Wise Men completely. Only two more remain.

◆ The next area is a maze and you

will need to hit three switches to get the final door to open. The switches you need to flip are in rooms all by themselves. All of these switches are in the western-most rooms. Once you flip these switches you can get through the last door that is to the very north of the maze.

**Boss:** Lucifer  
**HP:** 300000  
**Strengths:** Everything  
**Weaknesses:** None

The most dangerous part of this boss is the fact that his most damaging attack leaves him invincible to both physical and magical attacks while he starts to cast it. Try to equip your characters with the green beryl mineral so you will have some extra protection against his wind attacks.

◆ You finally made it to the last boss. Thought you saw it all, well here comes the final headache.

**Boss:** Gabriel  
**HP:** 500000  
**Strengths:** None  
**Weaknesses:** None

The attacks this enemy performs are incredibly powerful and getting close to him is an incredibly hard task. One good tactic to do is to use long-range attacks. His ring O death is especially deadly from close-range so keep your distance until you're ready to rush in. Good



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## Full Walk-through

XG Strategy

by Jason Streetz and Dirk Needham

LUNAR: Silver Star Story Complete isn't the most difficult RPG in the world, but it's still worth playing through, even if you played the original LUNAR years ago on the Sega CD. This walk-through is mainly to be used as a reference guide, since like we said, the game isn't all that hard. The only challenging parts lie in the boss battles, which can be real difficult if you're not prepared. Be sure to level up often early on!

## Database



**time to complete** 35-40 hours  
**challenge** moderate  
**best voice** Ghaleon  
**worst voice** Quark  
**annoying voice** Nall  
**sexual innuendo** loads of it  
**system** PlayStation  
**publisher** Working Designs  
**developer** Game Arts/ESP

## The Dragon Trials

■ Much of Silver Star Story is spent seeking out the Four Dragons so Alex may take (and hopefully pass) the Dragon Trials. As it turns out, the Trials are rather straightforward—generally, the adventure toward the Dragon turns out to be the Trial itself. As Alex completes each Trial, he is given some special equipment. Each piece gets you one step closer to becoming a Dragonmaster!

■ With each Dragon item Alex gets, he also gets access to another special spell. These spells are the most powerful (and expensive to cast) in the game, so use them sparingly (save 'em for boss battles).



The Four Dragons are the keys to success in Silver Star Story.



## Taking on the Dungeons

## Dungeon Areas

■ Anything which is not in a village or the overworld map is what I consider a dungeon. In these areas the enemies are visible on the map itself, unlike most other RPGs where you get randomly surprise-attacked. In LUNAR, it's possible to actually try to avoid enemy encounters by dodging them as they charge you. Another nice feature of this system is that once you have killed a particular pack of enemies, they'll stay dead until the game reloads the area next time (after you leave and return).

■ In general, it's not a good idea to run away from enemies if you have the strength to fight them. Why? Because in most cases, once you've beaten the boss (or done whatever it is you came to do) in a dungeon, you must then make your way back out of it manually! Unless you have a Dragonfly Wing or the Escape Litany spell, you'll have to trek back to the entrance, which could be a problem if you got hammered by the boss. Enemies who you avoided on the way in will still be there to kick your butt on the way out, and if you're hurtin' from a close call with a boss, you may end up in big trouble.

■ For much of the first part of the game, there is little of interest in the dungeons other than their stated objective (the boss, for example). If there IS an alternate route through the dungeon, it is generally rewarded with some token treasure (an Herb, a Healing Nut, a Silver Light, etc.). Only once you've advanced further in the game do the dungeons begin to get stocked with worthwhile items and equipment. Details on what you can find in the later dungeons are outlined ahead...

## Enemy Types

While in a dungeon, you can see the enemies on the screen. When they spot your character, they'll follow you. Many of them make an audible indication that the party has been spotted. That's when it's time to fight or flee!

## Flying:

These enemies will fly over any obstacle to get to the party. They have no range limitation and will keep following you until you're tagged.



## Charging:

These enemies mill about slowly until the party is spotted. Once this occurs, they will charge toward them (at 45-degree angles) for a burst. You can tell when you've been spotted because they'll let out a weird shout. These have no range limitation.



## Towns

It should go without saying that each town should be thoroughly explored. This means speaking with each person you encounter repeatedly for more plot information, as well as visiting the shops to upgrade your equipment. The latter point is perhaps the most important. If you don't have the cash to buy new stuff, get out and earn it! Having the best possible gear as you reach each new area is of utmost importance.



Talk to people as often as you can. The dialogue is surprisingly good!

## Overworld Encounters

There are none! That's right, there are no overworld battles in LUNAR. Most of it is very straightforward and easy to get through. When heading from point A to point B, there's usually only one way to get there, and not much else along the way of interest. The overworld map is large, with a lot of pointless, inconsequential space. As much looking around as I did, I didn't find much more than the plot-progressing towns, caves, etc.



Unlike the original LUNAR, this time there are no overworld fights.

## Level Building Hotspots

There are a few spots in the game that are particularly useful for developing your characters' experience levels.



Old Witch Forest	North of Saith. Good spot early on.
Meribia Sewers	Behind Dross'/Ramus' shop and Mel's Mansion.
Meribia under Siege	After the White Dragon is enslaved (this one's great!)
Vane Trail Caves	Near the Transmission Spring. Lots of strong baddies.
Forest	The forest between Reza and Meryod.
Blue Dragon Spire	An overall good spot for experience gaining.
Forest of Illusion	The forest east of Tamur is prime for building up.





# White Dragon Island

## I. Burg Village

The story begins with Alex and his sidekick Nall near Dyne's Memorial, just outside Burg Village. Eventually they encounter Ramus, a future party member, who wants them to travel to the White Dragon Cave with him on a rabid treasure hunt (can't blame the guy for wanting to get rich...). Return to the town and take note of the Statue of Althena—although there's no immediate use for it, you may need it later! Speak with people in the town—Nall will mention that Luna, Alex's singing partner, is awaiting them near the spring. Once you've gotten around and talked to everyone in the village, head to the spring, which is over the bridge to the right of the village and off the top of the map. Luna will sing and talk about the former Dragonmaster, Dyne. Once she's done she'll join your party. Return to Alex's house, where Alex's father will grant you some items for your upcoming adventure. Check the basement for even more items (Herbs, etc.), and then go buy equipment at the shop in town. Equip Alex with the Flame Ring and Luna with the Slingshot.



The quest kicks off in Burg, the home town of Alex and Luna.

## II. White Dragon Cave

Proceed east of Burg, then around the southwest bend of the mountains. The entrance to the cave is very evident.

The White Dragon Cave is real straightforward, without much interesting stuff to find. The treasures you'll gather are mostly Herbs. When necessary, you must use the charging-type enemies to clear paths through the ice blocks that stand in your way. Just stand near the block, lure the enemies toward you and then get out of the way. (You'll need this later to obtain the White Dragon Ring.) Once you find the White Dragon in his lair, he'll discuss various important plot elements. Pay attention, because this is where the plot kicks in! The White Dragon's Trial is to obtain his White Dragon Ring, hidden elsewhere in the cave. Go get it (it's in one of two chests that are surrounded by ice blocks—use the charging-type enemies to get through), and return it to him. You'll be given the White Dragon Diamond, which Ramus is intent on selling for some serious profit.



Quark sounds like he's gargling mouthwash, but listen up anyway.

## III. Back to Burg

Try to sell the Diamond at any of the shops in town. The shopkeepers will tell you that it's out of their price range. Soon you'll hear of Meribia, a distant free city on the main continent—supposedly this place has peddlers that will purchase the gem. After some man-to-man between Alex and Ramus, the party decides to embark on a quest to Saith, a port city that leads to Meribia. In order to get there, you'll have to pass through the forest west of Burg. At the forest, Ramus wimps out and suggests waiting until morning. So...head back to Burg, rest up and try again in the morning.

## IV. Forest West of Burg

In the morning Luna will clear the dense fog in the forest with one of her songs. Inside, you'll find a couple of treasure chests with Herbs in them. Once you reach a certain point in the forest, you'll be confronted by a scripted set of enemy encounters. Laike will emerge from the forest and offer help—if you take it, he'll dispatch the enemies rather quickly. Once the enemies have been done away with, the party will camp for the night. The next morning Laike is gone, but the coast is pretty much clear. Leave the forest and head south toward Saith.

## V. Saith

Toward the southern edge of Saith is the docks. Once you've explored everything else you can head there and find the captain. He'd love to help you, but he lost his Sea Chart in a gamble. The docking master, nearby, will mention an infamous gambler who hangs out at the bar. In the bar you can find the guy in the upper-right corner of the room. Ramus and the gambler will go a few rounds of coin-tossing before losing the party's money. Alex discovers that the Sea Chart is currently in the possession of an Old Witch. Ramus discovers that the gambler is using a cheat coin. After some confessing, the gambler gives you the Lucky Staff and clues you in as to where the Old Witch might be found.



Brett's one of the best gamblers in the land. He's also a big-time cheat.

## VI. Old Witch

Head north of Saith, through a swampy area. Enter the forest north of the swamp. Enemies in the forest can be dangerous, but you should fight anyway. It's a good time to build up your party's levels. A good idea is to enter, fight a few enemies until your resources are in the red, return to Saith, use the Statue of Althena for healing, and come back for more. Once you make it beyond a certain point in the forest, you'll be taken to a separate screen with some strange basket traps. Under one of them is Nash. Beyond this point is the Witch, who'll give you the Sea Chart in exchange for a certain staff in the party's possession...



Give the Old Witch the Lucky Staff and she'll hand over the Sea Chart.

## VII. Saith Docks

After returning the Sea Chart to the captain, he'll mention that the boats are under attack by a jelly monster (ahh...the first boss battle is at hand). After defeating the Saline Slimer, there's a brief celebration. The next morning the party leaves onboard the ship headed for Meribia. Unlike the original LUNAR, this time Luna decides to come with Alex and company on the boat...



## Saline Slimer



- Use Alex's Sword Dance.
- Use Luna's Healing Litany.
- Have Ramus keep attacking.





# Katarina Zone

## White Dragon Wings

When you obtain the White Dragon Wings, you can travel magically to any town or place that you've been to before. This is amazingly useful, and extremely fun. In addition, returning to certain towns after certain plot elements have been completed can occasionally result in some interesting conversations with the townsfolk.

There are a handful of special plot elements that disable your use of the Dragon Wings, but otherwise you have free reign to use them until they are temporarily stolen in Reza, and rendered useless when you get to the Frontier (Stadius Zone).



The White Dragon Wings are one of the most useful items around.

## I. Meribia

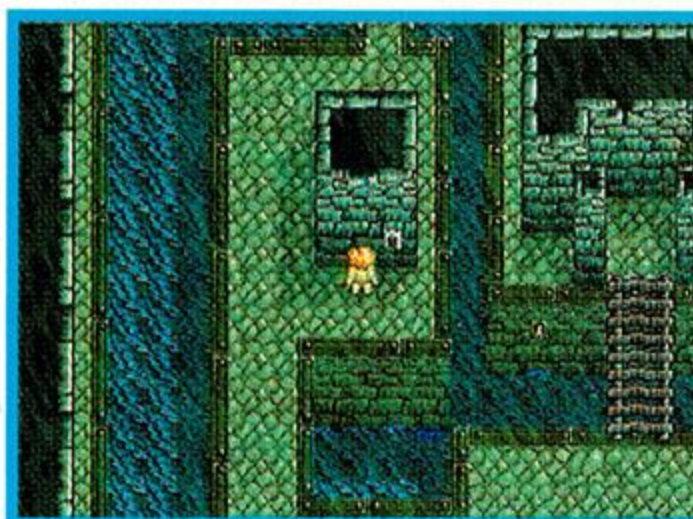
The party splits up upon arrival. Nash heads off to take care of some "urgent" business, while Ramus heads off to sell the Diamond. Ramus can be found at the large store (indicated with a large sign over its door, on the northwest part of the main Meribia map). Nash heads off to the Fortune Teller's hut on the extreme left of Black Rose Street (an extension map of Meribia to the left of the main map). Leave the departed party members where they are for now. Head north, into the castle. Speak with Mel, ruler of Meribia. If you win the fight Mel challenges you to (for sport), you can gain some hefty experience. It's not necessary to win, however. Once this is done, get Nash from Black Rose Street. You'll meet Royce for the first time there. Next, see Ramus in the store. He's having trouble selling the Diamond. The store's owner, Dross, will steal the Diamond and retreat into the sewers, which can be accessed through the entrance in the back room of his store.



Ramus will continuously haggle with Dross to sell the diamond, before the punk decides to steal the rock and take off into the sewers.

## II. Meribian Sewers

Enter through the back of Dross' shop and make your way to Dross, who is on the lower level. Once you catch up with him he throws a boss character at you. This creature cannot be hit with normal "walk-up" attacks. Only ranged attacks or spells will affect it. Once you defeat it, Ramus manages to swindle ownership of the store from Dross. Nash will insist on heading to Vane next. Ramus will stay behind (leaving the party for good) to manage his new store. Be sure to loot him of his items and equipment before this happens, or you'll lose it!



Flick switches in the sewers to open up bridges so you can pass.

## III. Vane Trial Cave

Return to the Transmission Spring and present the letter. The party (minus Nash, who will be waiting at the other end) will be required to pass through the Trial Caves in order to enter Vane. There are three levels. The entrance to each level is marked by a guard who will recover your party only once (the first guard will heal as many times as you need).

### • How to get a Shira's Tail

On one of the levels there are enemies which look like wolves on the dungeon map. If you're fast enough (and lucky enough) the small white mongrel-looking enemies will NOT run away the first round. If you manage to kill them (very easy), you'll receive a ton of experience points. I was able to obtain a Shira's Tail from one such fight. Shira's Tails are VERY useful items early on—they increase your character's Range and Agility points a good deal, which can help tremendously during battles.

On the final level, you'll see a large plant-like boss creature. Heal up, and then get ready to throw down.

## Spark Mash



• Have Luna cast Power Song to enhance Alex's abilities, then use her as a healer while Alex attacks.  
• Use Alex's Sword Dance skill.



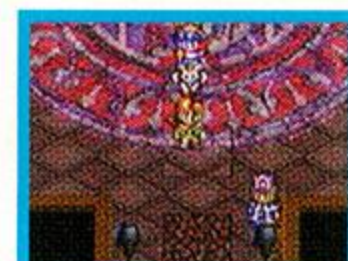
## IV. Transmission Spring

In order to get to Vane, you must enter through the Transmission Spring, which is southeast of Althena's Tower (head east from Meribia, then south along the main road). In order to use the Spring, however, the party must obtain a letter from Phacia, the High Priestess of Althena, granting permission.



## V. Althena's Tower

The man at the door can heal you if you ask for rest. Otherwise head inside, enter the chamber to the northmost point, and speak with the beautiful Phacia. She'll grant you the letter that you need to enter Vane. Head back to the Spring.

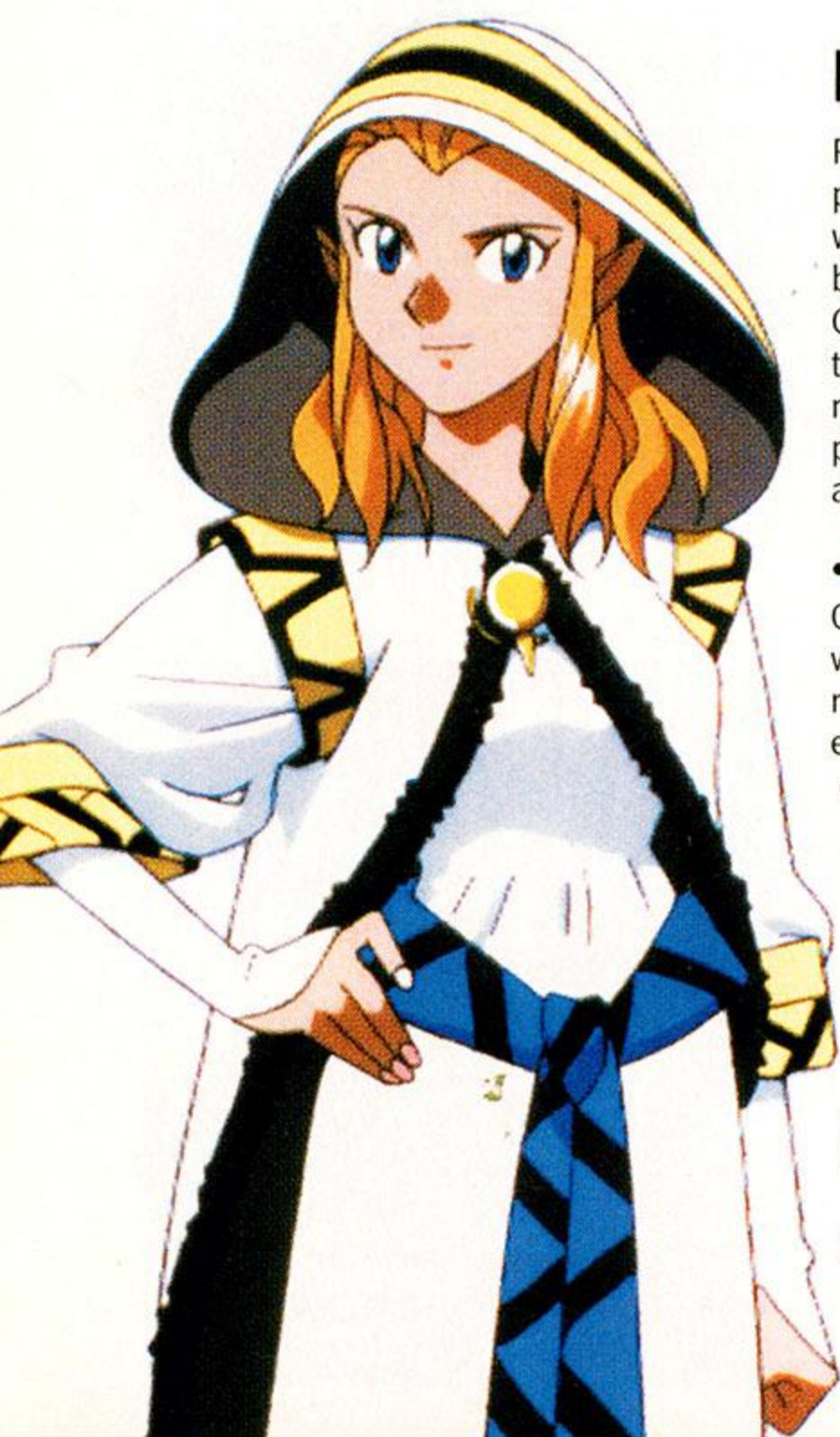


## VI. Vane

Nash isn't immediately visible when you first emerge in Vane. Scout around and get a handle on some of the pricey shops. In the northwest corner of town is a Statue of Althena. Heal up. The library on the right side of Vane is interesting—by reading books on the shelves you can discern interesting clues about the direction of the plot. Nash is in the Magic Guild, which is the northern-most structure in Vane. Since you'll soon be granted an audience with Ghaleon, Luna is taken to a different room upstairs to wait. While there, she has an encounter with the G-man himself, though she doesn't realize who it is just yet. Meanwhile you can have Alex meet Mia for the first time by heading upstairs, to the room on the left. Nash will interrupt jealously, and tell you that it's time to meet with Ghaleon. You don't have to go immediately—if you make your way to the east wing of the structure (across a small bridge) you can interrupt Nash and Royce in another of their secret meetings. After that, head off to meet with Ghaleon.



Vane is one of the largest towns in LUNAR. Be sure to talk to everyone!







## VII. Nanza Mountain Pass

Head southwest of the Transmission Spring, into the canyon-like area. You'll need to cross through here in order to reach Lann. The enemies here are tough, but not worth the experience to fight yet. Many of the chests along the way are trap chests, filled with enemy surprise-attacks. Head toward the west until you reach Nanza.



## VIII. Nanza

When you first arrive, you should take notice of the two other entrances (or exits—whatever). There is a gate to the south which is locked (for now), and one to the west which is guarded by someone who requires permission to pass from the leader of the region, Kyle. In the Northern Tower, someone will tell you that Kyle has gone elsewhere. (If you had searched around beforehand you would've seen him stumbling around the northern bridge area, drunk out of his mind.) Someone will suggest that he's in the cafeteria area downstairs. Once there, someone else will mention that he's been locked up in the cell (in the northwest part of the basement area) for his own safety. Once you speak with Kyle there (cinema), you'll be allowed out of Nanza. Once out the west gate, head northwest on the main map toward Lann.



Once you talk to Kyle in Nanza, he'll let you pass. Head to Lann.

## IX. Lann

In the middle of the dock area is the Elder's place. Inside is Jessica, making a public demonstration about the alleged Dragonmaster, Zoc. Jessica notices the party and decides to band with them to seek out the Dragonmaster. Speak with the fisherman at the dock. He'll agree to take you to the small island near Lann, which is where the supposed Dragonmaster is apparently residing.



Hop in a boat and head off to kick some fake Dragonmaster butt.

## X. The Island Near Lann

The strange magical rifts on the terrain are dangerous to walk across. There's nothing to gain by heading into the large ones other than some serious HP damage. Search out the entire area and eventually you'll come to encounter the so-called Dragonmaster. Some chests along the way can disorient your characters, but you'll need to take that risk if you want to find all of the treasure in the area. The disorienting effect only wears off after you walk a bit, so try to take small steps (else you'll wander into the rifts). Once you reach the false Dragonmaster, Zoc, a fight will ensue. He and his mighty "dragon," a big, fat frog-looking thing, will attack you. Get right down to business and kick his imposter butt!



As always, try to raise a couple of levels before taking on the boss.

## The False Dragonmaster, Zoc

- Luna should use her Power Song on Alex to increase his stats. Even though Jessica can attack AND heal, leave the healing to Luna.
- Once you've defeated Zoc, you may want to use Jessica's Escape Litany to avoid having to walk all the way back through the poison-infected island. If you can hack it though, you may as well walk.
- Head back through the mountain pass to the Transmission Spring, and return to Vane.



Zoc and his frog pal aren't that bad. Attack them while Luna heals.



## XI. Return To Vane

Upon returning to Vane, you'll notice some strange behavior on the part of the Magic Guild elite. Lemia (Mia's mother) and Ghaleon turn on Alex, take Luna away and then throw Alex and co. into the dungeon. Mia will rescue Alex after he observes the stranger in the cell next door. Mia also frees the masked stranger. Once this is done you should head to the Star Tower entrance (the blue door to the right of the main chamber). After you plod your way through the Star Tower's levels, you'll reach the ceremony taking place in the main room at the top. Here a sequence plays out revealing Lemia, Phacia and Royce as members of the Vile Tribe (Lemia turned out to be an imposter played by Xenobia). Before deciding to leave, they make mention of the Magic Emperor (the ultimate bad guy, as it turns out), and then they drop off some enemies for you to tackle. After you defeat them, Ghaleon asks to be taken to see the White Dragon at once. Head to Meribia before trekking to Saith and eventually Burg.

## XII. Meribia, Again

Be sure to check out Ramus' shop. He should have some new items for you to purchase. Head to the castle to talk to Mel, Ghaleon and Jessica. The plot moves forward some, and the party decides to spend the night in the castle. Luna has another strange dream. The next morning in Mel's chamber, you'll find Ghaleon, ready to set sail to the northern continent to meet with the White Dragon. Go meet him at the docks and set sail for Saith, en route to Burg (home at last!).



## XIII. Back to Burg

From Saith, you need to head to the White Dragon Cave. Use Ghaleon and his incredible attacks to clear your way through the forest west of Burg with ease. From here, you can stop off at Burg if you like, though there's not much to find here aside from some interesting dialogue. If you're not in any big rush, you should stop by and talk to everyone.

## XIV. Ghaleon and the White Dragon Cave

Once again, use Ghaleon to mop up the enemies on your way back to the White Dragon's lair. Once you get there, Ghaleon and the Dragon exchange some significant plot-related dialogue. Afterward, one of the game's most important scenes takes place, as Ghaleon reveals himself to be the Magic Emperor and captures the White Dragon. He then takes Luna into his grasp, and the rest of the party is blasted unconscious. You'll wake up in Burg.



## XV. Wake Up in Burg

Alex will awake in his bed, chat a bit with his dad, and then head off to meet with Laike at Dyne's Memorial. There Laike will give you one of the most handy items in the game—the White Dragon Wings. Use them to return to Meribia.

## XVI. Meribia Under Siege

When you return to Meribia, everything is under attack. Jessica is involved in a fight, and Alex will help her. She will insist afterward that you rush to the castle. However, there's no need for you to rush, so stick around and clean house to build up some valuable experience (just keep running back to Althena's Statue when you need to heal up). Once in the castle, head to the training room. Royce is in there fighting with Mel. She tries to turn Jessica to stone, but Mel gets in the way and gets stoned instead! This strengthens Jessica's resolve, and she decides to join the party.



Mop up in the streets of Meribia to build up your levels a bit.

## XVII. Vane Under Siege

Use the White Dragon Wings to return to Vane. Be prepared, though—you'll be entered into a fight immediately once you arrive there! After you win, follow Nash to the Magic Guild. Lemia will comment about the Magic Emperor situation, which sparks Mia into joining the party. Next stop: Reza and the home of the Red Dragon. It is now clear that Alex must become the next Dragonmaster quickly if he has any real hope of destroying the Magic Emperor.

## XVIII. Nanza & Kyle

Use the White Dragon Wings to return to Nanza. When you arrive you'll find a "lady" who's under attack by Xenobia and her underlings. It turns out the lady is actually Kyle in disguise (is this the first drag scene in an RPG?). You'll have an opportunity to control him in combat against some of Xenobia's minions. Use his second skill attack to kill them all off at once, in close range. After Xenobia takes off, the gate to the south will now be open. Use it and head south to the town of Reza.





# Marius Zone

## Althena Springs

There are two Springs of Althena in the world of LUNAR. The first is south-east of Reza and is for men only. The second is just southeast of the east exit of Meryod. Because it's for women, it's heavily surrounded by nasty enemies and a miniforest area to cut through. Also, unlike the Men's Spring, this one cannot be easily warped to via the Dragon Wings—you must fight to get there each time! In order to use the springs, the party must have a bar of Soap for each usage (there are four total). Depending on which spring you use, you'll see a cool image of a party member (male or female, depending) bathing in the spring. Note: Save your bars of Soap for the women. Trust us.

At the Men's Spring you can see Kyle or Nash. At the Women's Spring you'll see Mia or Jessica.

Where do you get Soap? The first bar is on the boat ride from Saith to Meribia. There's an individual below the deck who'll sell you a bar for 1000 silver a pop! At the time it seems useless, but it's worth it later on (for the Women's Spring, of course).



Use the Soap at the Springs to see some hilarious bathing scenes.

## I. Reza

Once you walk through the center town area, you'll have the Dragon Wings stolen from you. It turns out Reza is the town of thieves, as Kyle then decides to inform the party. Enter the bar and meet Laike, again. He'll talk about getting to the Red Dragon. According to him, an air balloon will be required. He also mentions that the thief has probably taken the White Dragon Wings to the Thieves' Guild. In order to get them back, you'll need membership. To get membership into the Guild, the party must travel to Meryod where someone can facilitate the process.

## II. Meryod Forest

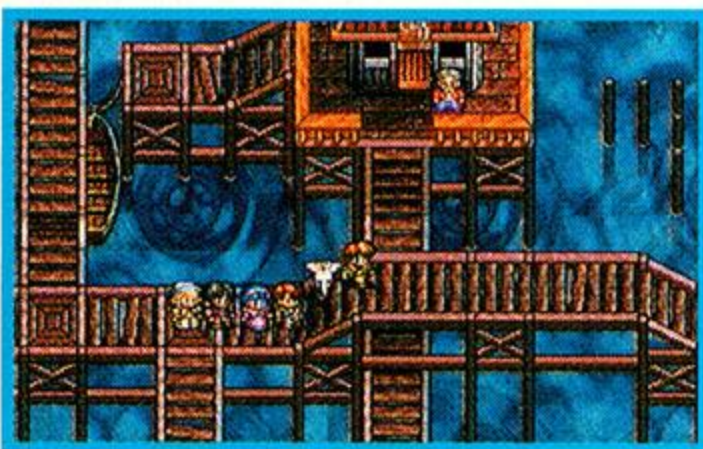
Between Reza and Meryod is a rather large forest. There are lots of tough enemies, many of whom reward you with loads of money and experience. This is a good place to build your levels. Be sure to snoop around and find all of the treasures hidden throughout before exiting.



The Meryod Forest is pretty big, but it's a great place to build levels.

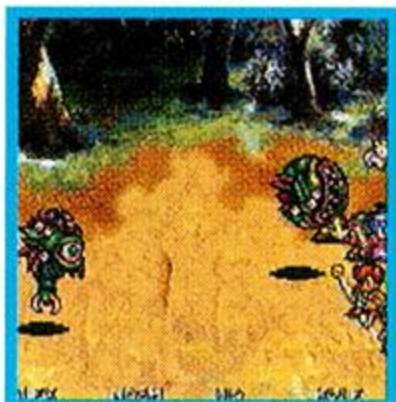
## III. Meryod

When you first arrive, you'll need to find the person who can grant you permission into the Thieves' Guild. In order to do this, you'll need to trigger some events into action first. Try to walk over the bridge across the northernmost part of the map. It will break and your party will be separated. Gather everyone, and head to the bar. You'll find Kyle there talking to someone who explains that you need to travel southwest to Damon's Spire in order to get the Thieves' Crest. After receiving the Spire's Password, you'll need to go back through the Meryod Forest and head southwest until you get to Damon's Spire.



## IV. Meryod Forest Trap

On your way back from Meryod, Jessica notices what she believes to be the statue of her father (remember, he was turned to stone by Xenobia earlier). It turns out to be a trap, and everyone in the party but Kyle is rendered ineffective. Kyle alone must defeat this doppelganger ("Plaster Mel"), so be sure to stock him with some healing items before the fight. Once the fight is over, Royce makes her presence briefly known, insults some people, and then leaves. Proceed through the forest and make your way toward the exit.



## V. Damon's Spire

If necessary, head back to Reza and stock up on healing agents before you enter this place! Damon is at the bottom—he challenges you to meet him at the top. Once you reach the top, you'll receive the Thieves' Crest. On each level of the Spire there are switches that open otherwise closed-off rooms. Be sure to hit them all and search around—there's a lot of treasure here. In each of the five levels you'll be asked to answer a riddle of sorts. On levels two and three the magicians (Nash and Mia) should use their elemental-based attacks. On level four, Damon will ask which party member should be left behind before proceeding. Do not choose anyone. On the last level you'll be asked to mold a blob of clay into something which fits Damon's liking. Alex can fashion it into Luna, which passes the test (try everyone else first, though—it's pretty funny). Once inside, Damon will speak for a bit and then give up the Thieves' Crest. He also gives you permission to read the books on the lower floors—be sure to stop and read them all on the way out.

## VI. Thieves' Guild

Return to Reza and speak with the owner of the bar again. He will allow you access to the Thieves' Guild now, which can be reached by entering through the side of the bar and proceeding through the back hallways. Once you reach this point, you can now open the various red chests throughout the game that were previously locked. As you proceed into the back rooms, Royce shows up and steals Lily, the bartender's daughter. Proceed back into the guild and talk to everyone and get the plans for an air balloon. You should take these to an inventor in Iluk. Before you go, be sure to pick up the equipment from the weapons dealer on the far right of the Thieves' Guild. He'll sell you some handy ice-based weapons which'll help you out big-time in the upcoming Red Dragon Cave.

## VII. Iluk

The inventor lives in the northernmost home on the left. In order for the inventor there to build his balloon, he needs you to enter his garden and catch the Fluffy Bug amidst several similar, but different, Puffy Bugs. Enter the gardens by speaking to the gardener outside his house. Enter through the gates. Once you enter the Garden, you will be attacked by a variety of monsters. The ones you want to engage are the puffy bug-looking things. Each time you engage in a fight with these bugs, the Fluffy Bug runs from battle leaving you to deal with the hostile Puffy Bugs. At the northwest portion of the map you can find the Fluffy Bug you need. Once you capture the bug, you should return it to the inventor. Shortly after you'll have the balloon that you need to travel to the Red Dragon Cave.

## VIII. Red Dragon Cave

The Red Dragon Cave is an excellent place to spend time collecting experience and money. I would suggest stocking up on as many healing agents as possible before entering here so you can afford to fight everything you meet. It's worth it! Also, assuming Alex and the rest of the party have equipped themselves with the ice-based weapons, the fights should go fairly smoothly. Head to the westmost area on each level in order to proceed to the next. Note: If you tread off the beaten path a little you're bound to find the Flame Sword which will help Alex immensely in the next Dragon Trial to come. Guarding the entryway to the Red Dragon's lair are two golem dogs. Save beforehand and then head into battle. Make use of Mia's Ice spells and Alex's Sword Dance. If the dogs line themselves up, use Kyle's Sonic attack. Once you've defeated the dogs you can speak with the Red Dragon. He's in bad shape, but he'll at least be able to give you the next piece of dragon equipment.



Use ice attacks to chill the threat of the golem guardians in the cave.

## IX. Balloon Crash Near Reza

On the way back, a problem occurs and the balloon crashes. While the party is passed out, thieves make off with the balloon (you can later find it in the Thieves' Guild). In the bar, Laike informs you that the Blue Dragon is next (after he's done laughing about the balloon). He mentions Lyton as the next destination and that the broken bridge of Meryod is now repaired, allowing you to cross into the Stadium Zone.





# Stadius Zone

## I. Lyton

The first thing you'll notice here are the horrible sounds in the background. These sounds are coming from the musical caves, which have been corrupted by some unknown evil. Speak with everyone in the town. Their leader explains that there are certain air holes in an underground cavern that have been set awry. They need you to purge the area of monsters and fix the air hole problem. You must do this in order to raise the temple of the Blue Dragon as well. Go to the east toward the shrine. Inside the shrine you'll be allowed to enter the underground caverns which are the source of the cacophony. Proceed inside and fight your way a few levels in where you'll find the screwed-up air holes. Move the left boulder to the left and the right boulder to the right. Once this is done, the problem will be fixed. Return to the town and head up to the lakefront. Watch the events, and at the end, the Blue Dragon Temple will rise.



After fixing the air holes, you'll be able to raise the Blue Dragon Temple.

## II. Blue Dragon Temple

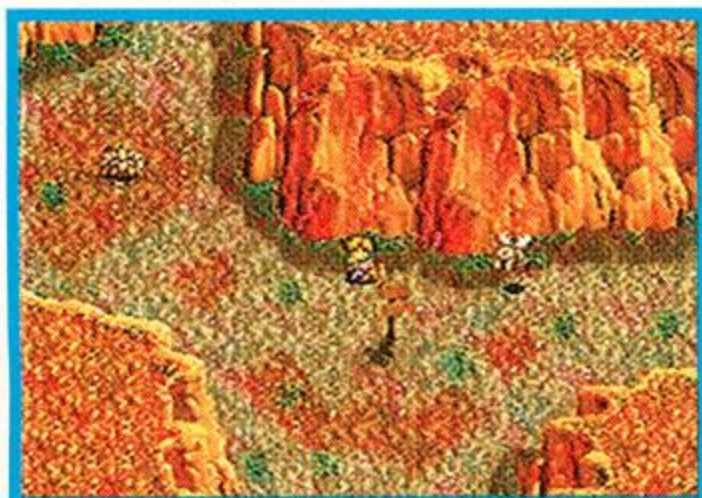
Upon entering you'll notice that there are no stairs. The means of getting from level A to B is via small pools on the floor with steps next to them. Walk through the pools and you'll either be transported, or be lured into an enemy trap. Inside the pools with traps are several Water Elementals which can be killed pretty easily. Once you get started in here you'll notice the enemies are pretty easily dispatched and they give you LARGE amounts of experience and silver. Stick around in here and kill everything if possible. You'll thank yourself later for the experience gains—there won't be another place like it for a while. If you need to recover, exit to Lyton and use the Statue of Althena. Once you reach the Blue Dragon he'll open a chamber to the side of the bridge that leads to him. Inside the chamber you'll find the Dragon Helm, and pass his Trial. When you return to the Dragon, however, he'll be gone. Phacia is there instead. Go figure. It's quickly apparent that the Blue Dragon has now also been captured by the Magic Emperor.



## III. Tamur Mountain Pass

You'll need to head to Tamur on your way toward the Black Dragon Cave. Southeast of Lyton is the Tamur Mountain Pass. This is an extensive region chock-full of enemies. Be sure to have plenty of healing agents ready, because toward the end of this region you'll be ambushed by Xenobia and more of her goons. You'll have to survive

a few waves of Vile Tribe enemies (tough!) before you're eventually bailed out by Tempest and his companion. They appear on horseback and lob arrows at the enemies below, wiping them out. Xenobia takes off and you can finally proceed through the Mountain Pass and on to the town of Tamur.



This area is the place where you'll meet Tempest for the first time.



Fire-based attacks will do you quite well in this dry area. Burn 'em up!

## IV. Tamur

At the top edge of this town, in a stable-like area is Laika (once again). He informs you that you'll need an airship to eventually reach the Frontier and stop Ghaleon. He'll offer a quest in which only he and Alex can go to Myght's Tower, where you'll be able to obtain such a vessel of flight. Be sure you equip Alex with the best stuff in Tamur before heading out on this adventure with Laika.

### • Forest of Illusion:

You'll hear some townsfolk talking about the Forest of Illusion to the east of the town. While you can't get through it yet, you can take advantage of Laika's presence by mopping up the enemies within.

Free experience ride! Sure, it gives Alex a little boost over the others.



## Equipment Within:

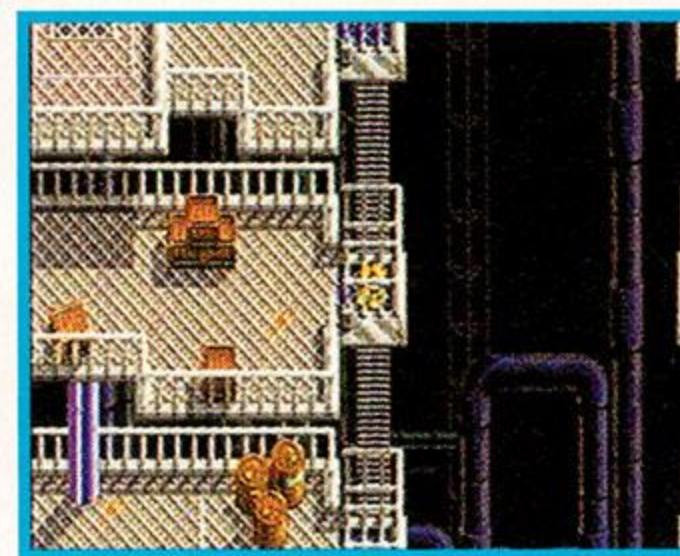
Barrier Ring Magic Defense Up  
Crystal Sword Alex's Next Blade



As you can see here, Tempest doesn't like to mess around.

## V. Myght's Tower

Four doors with icons must be entered in a certain sequence for entrance to the Tower properly. Use Planet, Star, Sun and then Moon to clear this room. Once inside the Tower, use Laika to clean up most of the opposition. The Magic Hat enemies cannot be hit by standard attacks. In this case use Alex's Sword Dance. Search this place well—there's a lot of good treasure here. Once you reach Myght, he'll agree to build a ship, but he tells you to come back later for it.



Myght's Tower is a bit of a maze, but the enemies aren't too tough.

## VI. Return to Tamur

Find your party at the bar. Nash will insist that something strange is going on outside. If you head to where you met up with Laika, you'll find Tempest about to hang someone. Alex and Tempest will fight after Alex decides to free the man by cutting him down. Make short work of Tempest by using the Sword Dance on him. As a show of respect, Tempest will give Alex the Dragon Armlet—a sacred treasure. Tempest explains that he comes from the town of Pao, beyond the Forest of Illusion. The next step is to head through the forest to get to Pao.



Feelin' down? Hop on over and cop a feel on Althena. Voila!

## Statues of Althena

In just about every major area of the game, you'll be able to find a Statue of Althena. Use these to fully restore your party's health and magic points. Obviously, they're extremely useful!





## Stadius Zone Continued...

# Frontier Zone

### VII. Forest of Illusion

If you didn't already clean the place out with Laike, you'll have to work your way through with the party. There's handy treasure to be gained here for the patient explorer. If you head straight down through the forest, the party will sense something odd. Eventually this leads to a sequence where the party camps and wakes up surrounded by some Pao villagers. They will observe the Armlet given by Tempest and clear a path so you may pass. Follow Tempest to Pao.

### VIII. Pao

Tempest's Hut can be found in the south-east corner of the map. Speak to him there and you'll learn a bit about the "evil songstress" nearby. Jessica and Mia are rendered unconscious by a strange song filling the air. Tempest rushes into the nearby Black Dragon Cave (the entrance is in the easternmost part of the town). Once you gain permission to enter the Cave from the elder of Pao (who resides just above Tempest's Hut), follow after Tempest. Find him on the second level.

### IX. Black Dragon Cave

Once you find Tempest, he'll join the party. Fight your way to the Dragon's lair—you'll get the Dragon Armor before being given the task of "finding truth in your heart." The Black Dragon soon disappears. Shortly thereafter you learn that the "evil songstress" is actually Luna (she's in some pretty hot bad-guy gear at this point). Ghaleon makes an appearance, things go hellish for a minute, and then you must confront the Black Dragon. Once this is done, the road to becoming a Dragonmaster will be complete! Finally, the four Dragon Trials are complete!

Once you're finished, return to Pao and prepare for the next leg of the quest. Laike will inform you that Myght has finished the Balloon. You can use the Dragon Wings to return right to Myght's Room.

**Note:** Now that you've passed the Black Dragon Trial, you can use his Dimension Attack spell to sweep aside the enemies protecting the women's Spring of Althena. If you've got the soap, give it a try! Rub-a-dub-dub, baby!

#### Equipment Within:

Dragon Armlet	Mia's Upgrade
Dream Box	Nash's Next Weapon
Angel Ring	Auto-Resurrect Item
Dark Sword	Kyle's Next Weapon

### X. Myght's Tower

The party will be held over a few nights as Myght makes the final preparations for your Balloon to the Frontier. Once everything is ready, Nash betrays the party and blasts the engine of the Balloon. Because of this you'll need to return to Reza and recapture what's left of the former Balloon. Use the White Dragon Wings to go to Iluk. The inventor tells you he cannot re-create the engine. Next, go to Reza and purchase the engine back from the Thieves' Guild for 30,000 silver. Return to Myght with the engine and prepare for takeoff! **Note:** Before you leave for the Frontier, settle any idle wandering you were planning on with the White Dragon Wings BEFORE you leave. They'll be useless once in the Frontier!



Once you reach the point in the game that Ramus owns his own shop in Meribia, you can stop by from time to time to see what he has to offer. It changes two or three times over the course of the game, and near the very end, he'll offer you whatever you want—for free! Don't be shy. Clean house at this point. Also, for the early stages of the game, you can return to the sewers down below for some extra battles. The enemies there give a lot of experience and money early on.



Ramus' Shop

### I. The Mines

#### Equipment Within:

Protection Ring	Holy Robes
Refresh Ring	Hell Helmet
Devil Pendant	Fire Tiara

As you approach the Frontier in the Balloon, a lengthy bit of conversation takes place. You'll decide to enter the Mines as a means to reach the Grindery (Ghaleon's awesome fortress, built by the master mechanic, Taben).

● You'll reach a part where a worker gets trapped as a result of a tremor in the mines. Choose to help him in order to progress the plot. You'll be discovered by guards who you'll have to fight off. Once you do this and proceed, Phacia appears and has a strange conversation with the party. Further on you'll encounter a graveyard-like area with a Statue of Althena. Strange place for one of those, eh?

It's genuine, so heal up. Just beyond this area you'll be caught by Xenobia, who'll try to pit the party members against one another. When her plan is foiled by Alex's resolve, she'll get upset and send down a minion. The creature can be easily dispatched with some judicious use of Alex's Red Dragon spell and Sword Dance. Once you clear through this part, you'll emerge near the Grindery (at Ruid Castle). Proceed to the egg-looking thing to the east. Inside you'll find a strange dais to Althena. Phacia will give you the password to enter Ruid Castle. Heal up!

### II. Ruid Castle

Nothing really difficult here. Just some classic enemy bashing while wandering through the maps. There are some areas where enemies stand on floor panels to cause more enemies to rush into the room through a portal door. If you're out for the experience, stick around and clear out the enemies as they appear. Once you've had enough, kill off the foe who triggers the floor panel. One interesting thing about this area is that you can leave and return but the enemies will remain dead! This is somewhat unlike other areas of the game.

Once you make your way to the outside area (it looks like an airport hanger park), head to the upper-right area and enter the building with an entrance on its north face. Proceed south and then through. You'll reach a door leading inward again. Inside you'll find Ghaleon's chief inventor, Taben, ready to test his latest invention. It turns out to be Nash inside a magic power suit. You'll have to fight him in order to proceed. Once this is done, Taben will run off. Follow him and eventually encounter Ghaleon. This triggers some dialogue and the unveiling of the Grindery—a moving castle! Ruid Castle churns with commotion as the entire thing sprouts tank treads and hauls off.

#### Equipment Within:

Dark Mace	Fire Armlet
Tri-ring	



Phacia will give you the password to enter the dark, dank Ruid Castle.



Xenobia will try to pit Alex and Kyle against each other. Don't do it!





## Frontier Zone Continued...



# F inal Encounter

### III. The Grindery

Once you recollect your party after an awesome battle sequence (in which there is a draw between Vane and the Grindery), you can approach the halted monstrosity and try to enter it. As you do, Tempest and company show up to keep the defending hordes busy as you make your entrance. Once you enter, you will not be able to exit again until you complete it, so be sure to finish any business in the outside world beforehand! As you adventure in the Grindery, there is much treasure to acquire. You'll encounter a strange garden inside one level, with a Statue of Althena. Further on you'll be surprised (or not) to see Phacia assisting the party by...well, you'll see.



One group of ugly scrunchers straight and compliments of Ghaleon

#### Equipment Within:

Saint Clothes	Holy Bandanna
Stone Bracelet	Insane Helmet
Insane Shield	Phantom Ribbon

### IV. The Final Battle?

You'll find Ghaleon inside the last area of the Grindery. You'll have to fight him. In order to win this fight you should use Alex's White Dragon magic to deflect his spells (you can see him powering up the round before). Use Mia's offensive and defensive power-up spells to increase the effectiveness of Kyle and Alex. Be sure to use Jessica's Litany that recovers HP each round on the whole party. If you defeat Ghaleon this time, the party will think they've won overall. In the process of going to see Luna, the party will be surprised by the REAL Ghaleon. He appears and wipes out the party.



You've made it this far—only a few more battles to go before the end!

### V. Awakening

Alex will awake in Meribia in Jessica's Room. Go to the main audience chamber and speak with Mia and Jessica. Next find Kyle and Nash at the bar. Return to the women in the castle. Then return to the bar. You'll have your demoralized party back together again. Laike will appear and offer a new hope. Return to him after you have gone to Ramus' shop and loaded up on the free items (he's giving them away)! Laike will return you to Burg where you can finally remove Althena's Sword from Dyne's Memorial. All kinds of cool story elements get laid on you after this little event, but we won't ruin it for you. Afterward, return to Meribia to show off the new sword to the rest of the party. Nall will show his true form, and then you can head off to the newly emerged Althena's Fortress—to do battle one last time with Ghaleon.



How could someone with such a wuss voice get so darn big?

### IV. Goddess Rebirth: The Final Encounter

After taking out Xenobia, you'll be ready to march on toward the final battle. The final animations leading up to the end are just fantastic—some of the best you'll have ever seen in a game, no doubt. When you finally get to the end battle with Ghaleon, don't get overconfident just because of his looks (OK, we'll admit—he looks pretty darn wimpy for the final boss of such a long, enduring game). His strength is immense and his attacks can be severely damaging if you're not careful. As usual, first you should have Jessica cast her Saint Litany

so the entire party can gradually recover HP during the battle. Have Mia cast Power Drive on Alex twice, and have Kyle cast Power Up on himself twice (to greatly enhance their Attack Power). Finally, have Nash continually casting Thunderbolt on Ghaleon, while Alex attacks with his Sword Dance. Balance it all out with liberal usage of healing spells and Starlights (to regain MP), and you should do OK. If you can manage to finish him off, remember—the game's not over yet. Alex still needs to make use of a certain item he's had since the very start...

### I. Althena's Fortress

Nall will fly you to the entrance of the Fortress and then revert to normal size to help out (he's got all those free Healing Nuts and Starlights from Ramus', after all). Once you reach a certain point you will be encountered by Royce (disguised as Luna at first). She will place a mysterious curse on the party. For the duration of the curse, a few members of the party will enter combat with a random status (usually sleep). This makes an otherwise easy trek through the Fortress more difficult. You'll enter an area in the Fortress where each section is closed off by barriers until you defeat the enemies in the area. Be sure to search ALL of the areas for treasure. As you emerge upon the entrance to the Tower (three levels up), you'll be confronted by Royce for a final showdown with the wicked wench.



Althena's Tower has some pretty tricky puzzles to overcome.

### II. Royce

Royce is a flame-based enemy, so use ice weapons if you have them. Otherwise Mia's Ice spells will do fine. Spread out the formation of your party to avoid some of her linear-based, high-damage attacks. DON'T waste any of Alex's MPs on the Red Dragon spell (Dragon Anger), as she is very well defended against any and all fire spells. What you should do is have Jessica use her various Healing magics regularly to keep the party afloat while you whittle away at her.

Equipment Within:	
Holy Mace	Aegis Robe
Dragon Cane	Starlight Bow
Insane Armor	Holy Clothes



The last few boss battles are especially intense. Come prepared!

### III. Althena's Tower

This is primarily a giant puzzle tower with enemies in the mix. You will be required to pass several mundane tests of memory (involving Dragon colors in order, etc.) while beating through the annoying hordes of ambient enemies. Each stage has four floor-orbs that must be walked over in a certain order to reveal the portal to the next level. The game will offer hints at the beginning of each level to help you guess the order (if you can't figure out the clues then there's gotta be something wrong with you). It's worth it to engage the enemies here if you have the resources—they'll level up your characters rather quickly (I managed to upgrade several levels in the Tower alone—very useful indeed).

#### Equipment Within:

Sage's Robe	Insane Sword
Detonator Armlet	Spirit Talisman
Spook Armlet	

#### level One

White, Red, Blue, Black

#### level Two

Blue, Black, Red, White (each orb area has a chest with equipment)

#### level Three

Red, Black, White, Blue



Pretty tame for an end boss, isn't he? It all fits with the story, though...





# EXPERT GAMER



## Ape Escape

Ape Escape is by far the most enjoyable 3D platformer to hit the PlayStation in quite some time. Combining unique gameplay techniques with glossy graphics, this game will appeal to all levels of players. Gamers will undoubtedly spend hours searching every nook and cranny in order to uncover the wealth of secrets that Ape Escape hides. Only the best will find them all...

EXPERT'S CHOICE

AWARD





# Complete Guide to All Monkeys and Coins

XG Strategy  
by Andrew Baran

Ape Escape is one of the coolest games to hit the PlayStation in a while, but it will take a little bit of playing to get used to the unique controls. This is the first game to take full advantage of the Dual Shock analog controller. It's recommended that you toy around with the first level for a little bit, and practice your jumping skills.

Finding the monkeys gets progressively tougher, but you will soon recognize the many ways they are hidden. If you can't reach a monkey, don't stress. You cannot get all of the monkeys until you've gotten all of the items. It just so happens that you won't get a certain item until you've beaten the game once. You'll end up doing a lot of backtracking to get the apes.

Whenever you save the game, you will see a percentage of the game that you've completed. Remember that you can only earn 85% by finding everything in the game. You must earn Medals in the Time Trials in order to make 100%.

## Database



time to complete 12 hours  
challenge Moderate  
analog only? Yep  
hardest world Specter Land  
coolest item Sky Flyer  
lots of secrets Oh Yes...  
system PlayStation  
publisher Sony  
developer Sony

## The Mon-Key to items



**Monkey Location:** Find a mischievous primate here.



**Specter Coin:** A coin is hidden at this location in the game.



**Mailbox:** Offers general gameplay hints.



**Enemy Location:** Baddie at this spot.



**Continue Point:** Here's where you continue from.



# Gettin' Down to Monkey Business

## GAMEPLAY GADGETS



### Stun Baton

Used to hit enemies or switches. Spin with it to swat multiple enemies.



### Slingshot

Armed with three ammo types, shoot enemies and switches.



### Sky Flyer

The coolest item. It lifts you up and lets you glide.



### Monkey Radar

The radar lets you find monkeys. Hit L2 to find them easier.



### Dash Hoop

Use the hoop to get a quick burst of speed for a short time.



### Time Net

This is the item you use to catch the monkeys with.



### RC Car

Used for scaring monkeys from tight spots or triggering switches.



### Water Net

If there are monkeys under the water, use this to nab them.



### Magic Punch

Allows you to punch through walls and other tough objects.



## EXPERT TIP

As you progress through the game, you will receive items that will help your quest. You will have to back-track through the game as you get new stuff.

Natalie will inform you whenever you are about to receive a new item. Things would be pretty awful if she were to get captured.





# THE LOST LAND

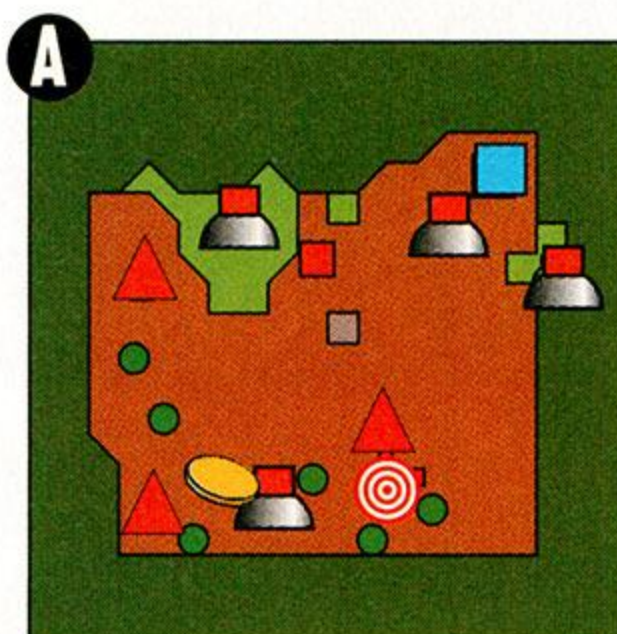
## LEVEL 1-1 FOSSIL FIELD

### Monkeys

- **Monkey 1:** This monkey is standing between the trees.
- **Monkey 2:** You'll find him sitting atop the rocky step.
- **Monkey 3:** This one is on a tree stump.
- **Monkey 4:** You'll need the Sky Flyer to reach the one on the high ledge.

### Coins

- **Coin 1:** Climb up a tree near the bottom part of the level.



### EXPERT TIP

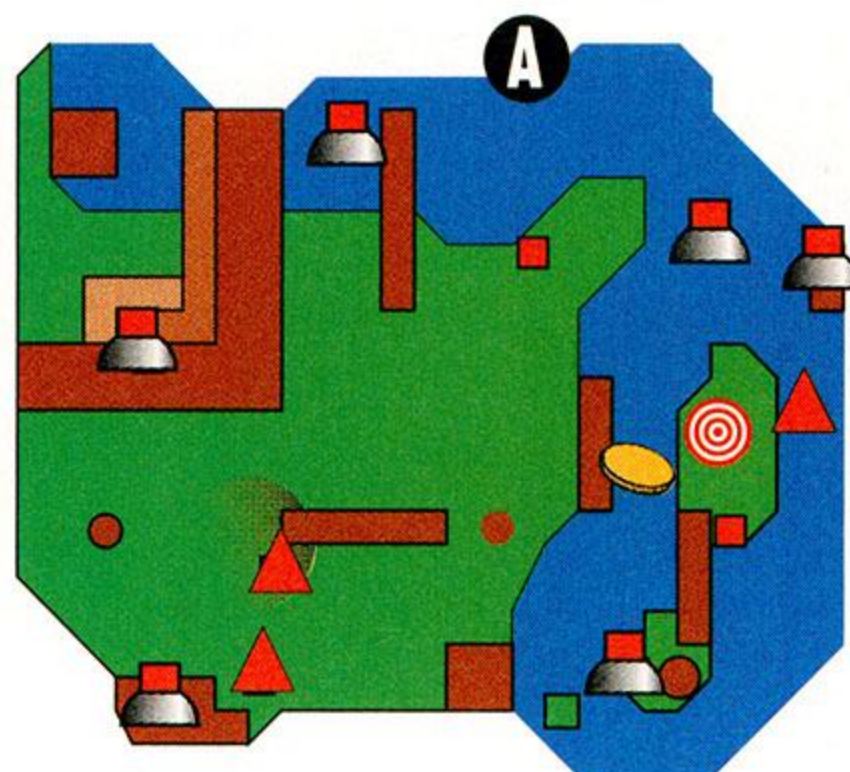
Go back to this level if you want to earn extra lives quickly.

## LEVEL 1-2 PRIMORDIAL OOZE

### Monkeys

**New Item:** Water Net

- **Monkey 1:** Sitting next to the tree stump. Catch him before he runs!
- **Monkey 2:** On a ledge near the raised log.
- **Monkey 3:** On the cliff looking out over the water.
- **Monkey 4:** On the high section past the watery cave entrance.
- **Monkey 5:** In the water by where you start.
- **Monkey 6:** On a cliff on the far side of the water. Use Nessie or the Sky Flyer.



### Coins

- **Coin 1:** The coin is underneath the island where you start.

The color of the monkey's light will reveal his mood. Watch out for red!

## LEVEL 1-3 MOLTEN LAVA

### Monkeys

- **Monkey 1:** Behind the waterfall in a cave on the second floor.
- **Monkey 2:** This monkey is on the ledge just past the waterfall.
- **Monkey 3:** Swat the eggs in the nest to reveal a hidden primate.
- **Monkey 4:** Look on a ledge opposite of where you start by the T-Rex.
- **Monkey 5:** Make the T-Rex bash his head on the rocks to drop the monkey.
- **Monkey 6:** Use the Sky Flyer to find the one on top of the waterfall.
- **Monkey 7:** You'll need a slingshot to reach the one on the Triceratops.

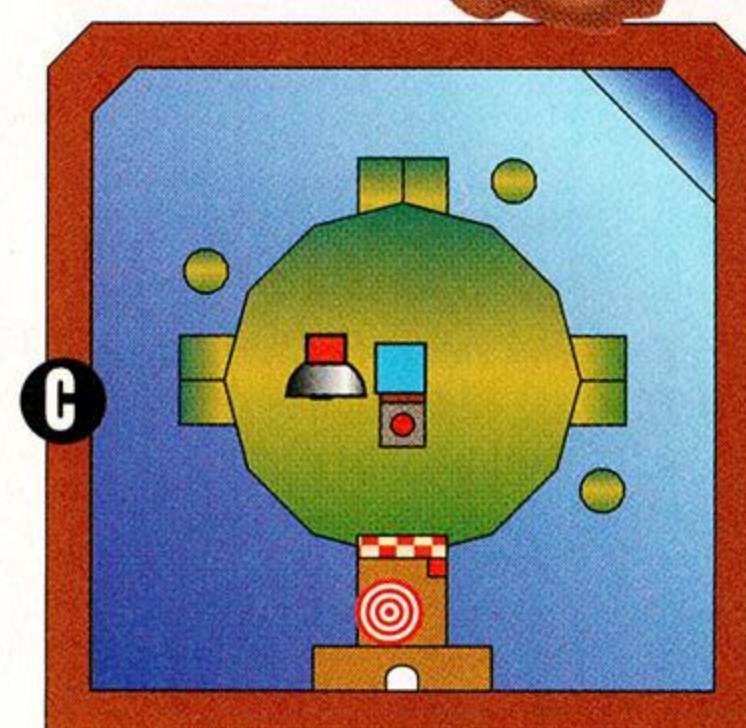
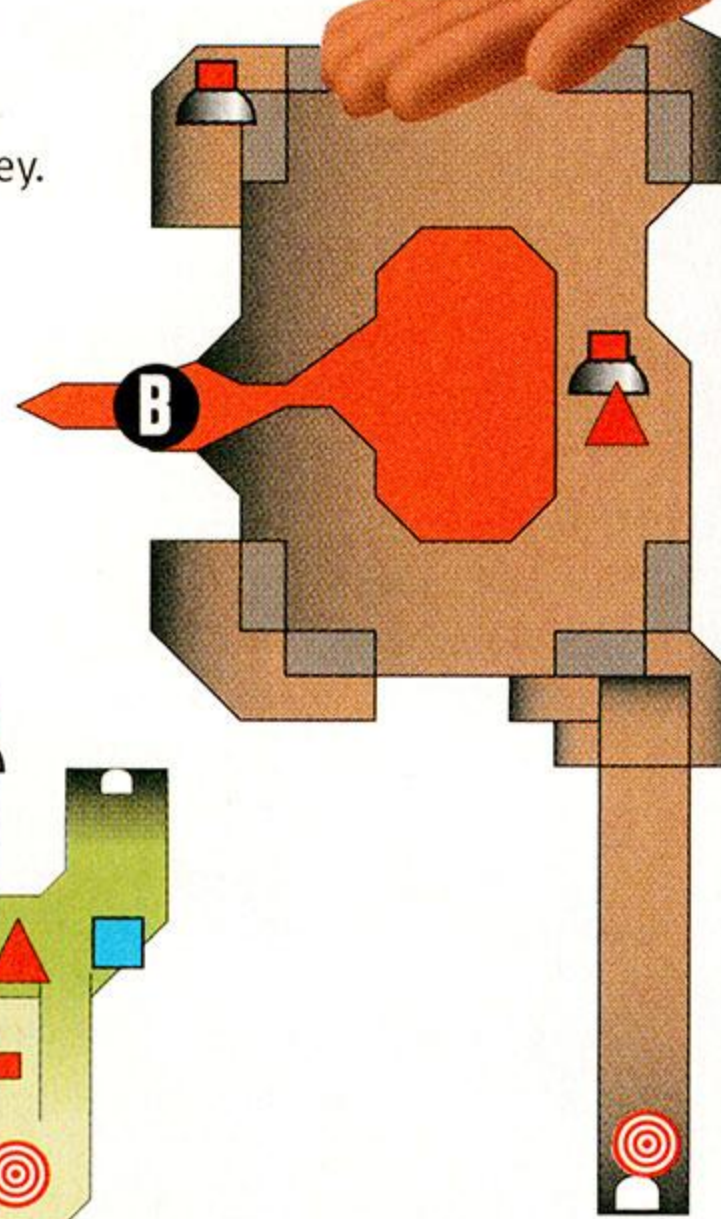
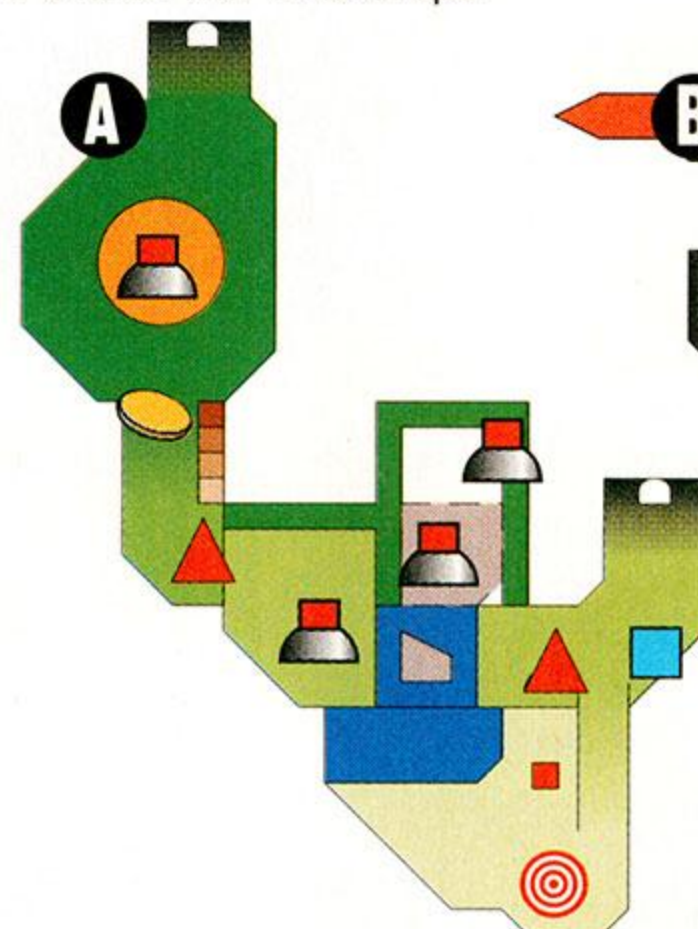
### Coins

- **Coin 1:** Look on the slanted incline right before the nest. Double jump to reach it.



### EXPERT TIP

Hit the T-Rex and get him to chase you up the rocks. He'll bash his head.







# MYSTERIOUS AGE

## LEVEL 2-1 THICK JUNGLE

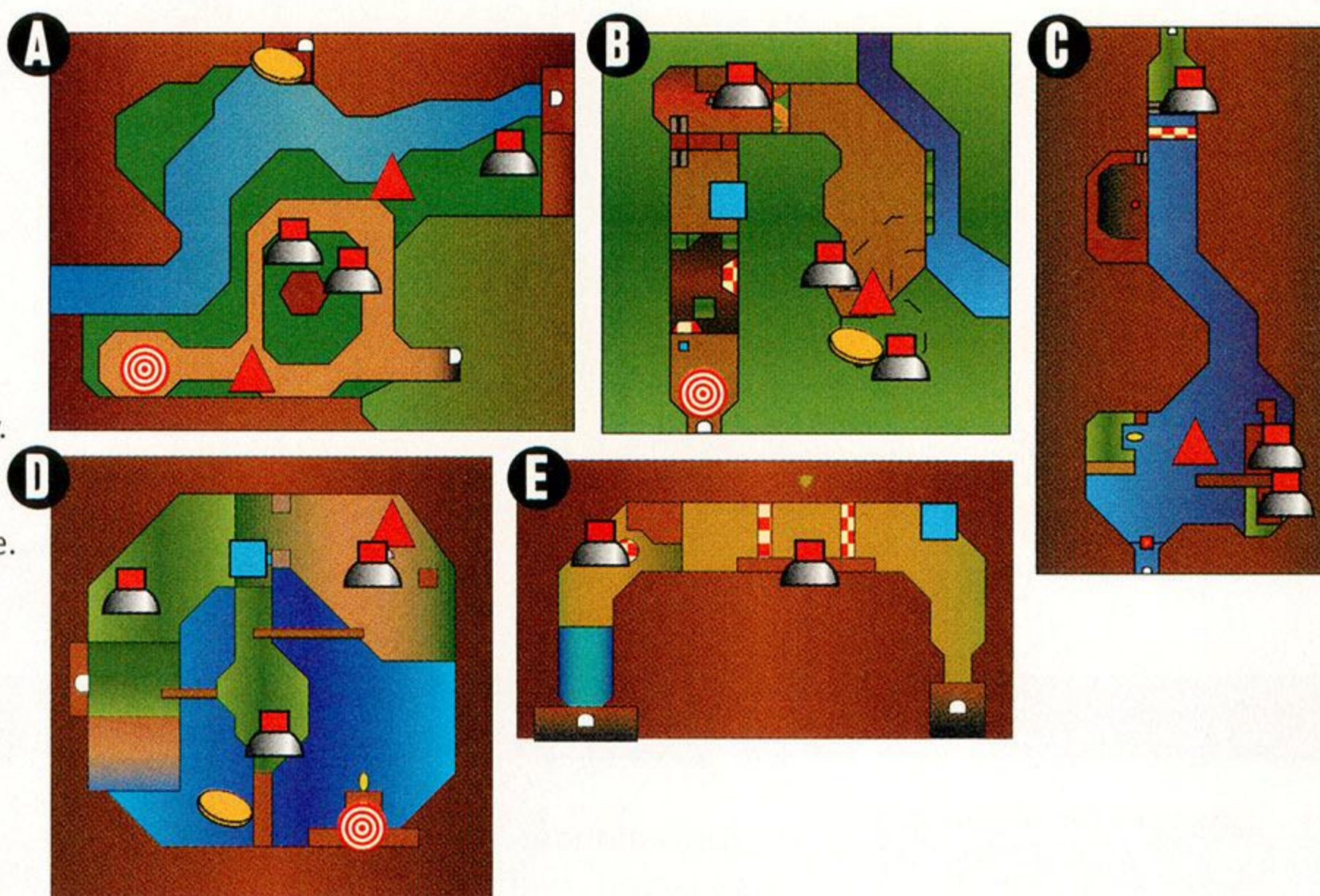
New Item: Monkey Radar

### Monkeys

- **Monkey 1:** Found in a pod on the first big tree.
- **Monkey 2:** Also found in a pod on the first big tree.
- **Monkey 3:** This one's in the lookout tower.
- **Monkey 4:** This one's hanging around in the water nook.
- **Monkey 5:** This ape's swinging on a little island.
- **Monkey 6:** This monkey is past the giant gate.
- **Monkey 7:** Find another monkey in the camp.
- **Monkey 8:** Kill the giant tree to unleash a monkey.
- **Monkey 9:** There is a monkey in the circle of trees.
- **Monkey 10:** In the avalanche room there is a monkey.
- **Monkey 11:** Beyond the avalanche there is a saucer monkey.
- **Monkey 12:** Use the Flyer to cross the pit behind the start.
- **Monkey 13:** Kill off a second giant tree for another ape.
- **Monkey 14:** Look for a hidden ledge below the second tree.

### Coins

- **Coin 1:** Found behind the wooden gate-like section. Use the raft to reach it.
- **Coin 2:** Found underneath the swinging monkey to the right of the raft starting point.
- **Coin 3:** Use the Sky Flyer gadget to reach the coin on top of the first water area entrance.
- **Coin 4:** Hidden in a secret nook directly to the right of the raft. Drop down to a ledge by the valley tree.



## LEVEL 2-2 DARK RUINS

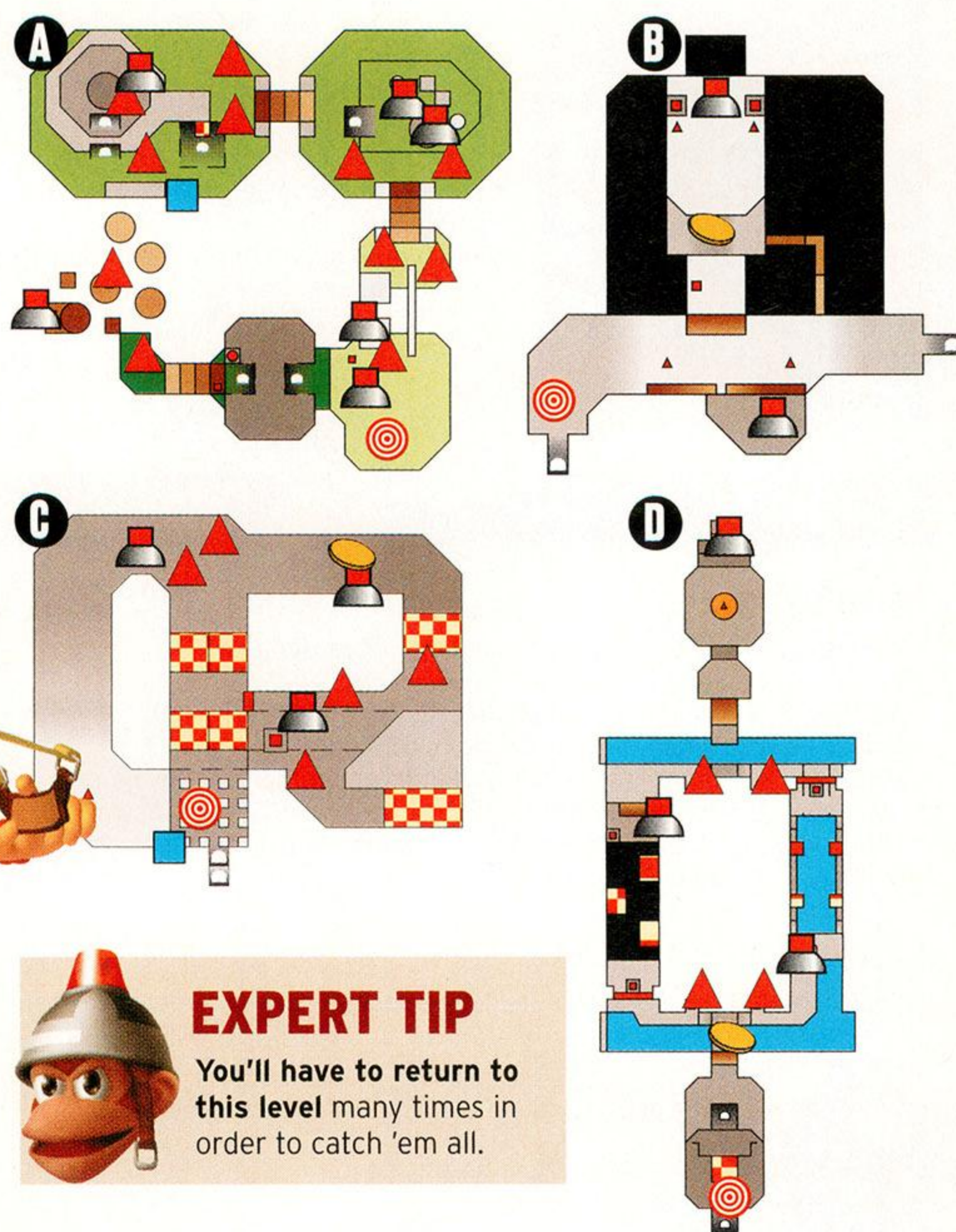
### Monkeys

- **Monkey 1:** The first one is right in front of you when you start.
- **Monkey 2:** This monkey is sitting on a stone by where you start.
- **Monkey 3:** On the outside top of the first tower by the falling block.
- **Monkey 4:** This one's sitting in front of the giant fan. Sneak up on him.
- **Monkey 5:** This monkey is hidden on the back wall of the fan room.
- **Monkey 6:** Jump carefully to the monkey on the pillar over the chasm.
- **Monkey 7:** This monkey will run around the water section of tower 2.
- **Monkey 8:** This monkey is in the water area of tower 2 as well.
- **Monkey 9:** Kill the totem poke to get the monkey that's in the sarcophagus.
- **Monkey 10:** Use the Slingshot on the monkey by the slide in tower 1.
- **Monkey 11:** There's a monkey in the big fenced-in area.
- **Monkey 12:** Use the Magic Punch to reach the monkey by the dropping floor.
- **Monkey 13:** On the second floor of the first tower.

### Coins

- **Coin 1:** Found under a bridge in Tower 2.
- **Coin 2:** On the stone arch by the wind machine.
- **Coin 3:** Look inside Tower 1 on the slide.
- **Coin 4:** Climb up the tower in the fenced-in area.

Whenever flying enemies are about, use your slingshot to blast them from a distance.



### EXPERT TIP

You'll have to return to this level many times in order to catch 'em all.



## LEVEL 2-3 CRYPTIC RELICS

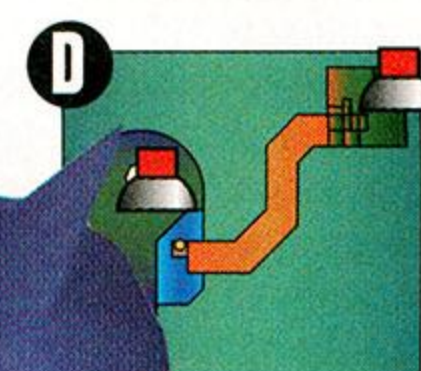
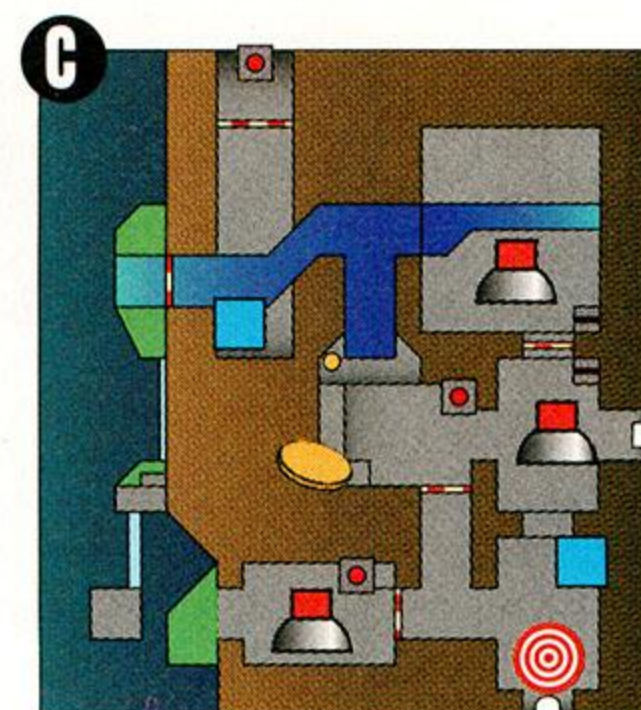
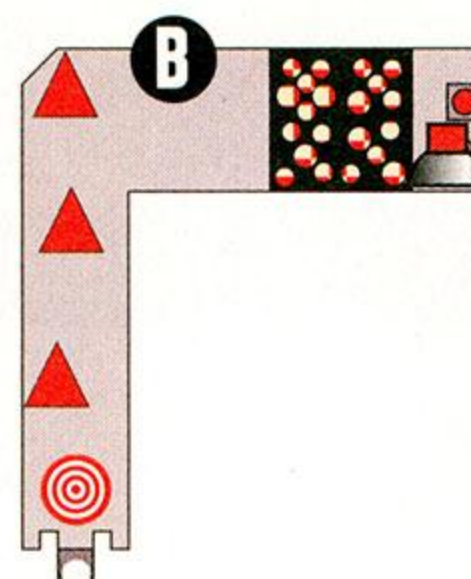
New Item: Slingshot

### Monkeys

- **Monkey 1:** Push the block onto the first switch to open the monkey cage.
- **Monkey 2:** Shoot a switch to get to one on a high ledge near the start.
- **Monkey 3:** Look in the ruins in the same room as the crank.
- **Monkey 4:** This monkey is on a ledge just outside the crankable gate.
- **Monkey 5:** Hit the switch behind the breakable wall, and head left outside.
- **Monkey 6:** Use the baton to bash the stone pillar the monkey is perched on.
- **Monkey 7:** You will need the RC Car for the one trapped in the small cage.
- **Monkey 8:** Use the slingshot on the switch to get the monkey in the long hall.

### Coins

- **Coin 1:** This one is in the ruins high atop a stone in the room with a door switch.



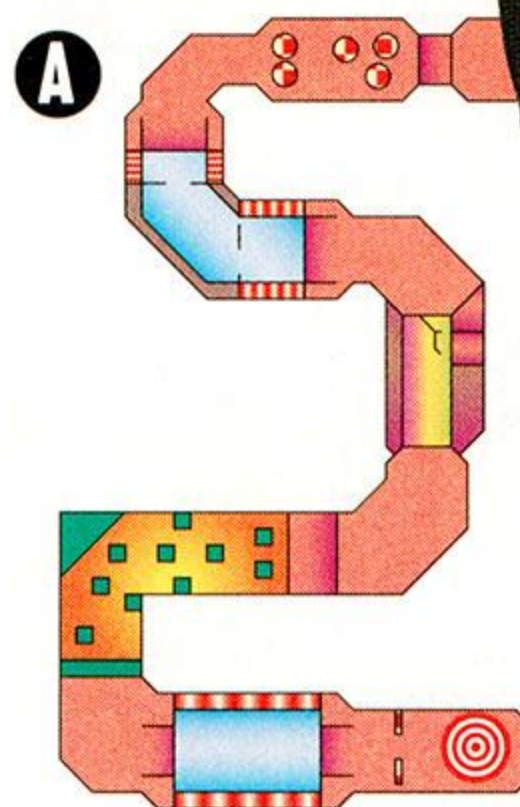
## DIMENSION X

### STADIUM ATTACK



**Jake's Challenge:** Jake will challenge you to an optional race. If you win you will be awarded five coins.

- The toughest section of the race is the pit of lava.
- You will need to jump from platform to platform.
- Take the far left path of the pedestals.
- The jumps are easier, and thus you'll save some time.
- When running, try to cut the corners to shave a few seconds off.



## OCEANA

### LEVEL 4-1 CRABBY BEACH

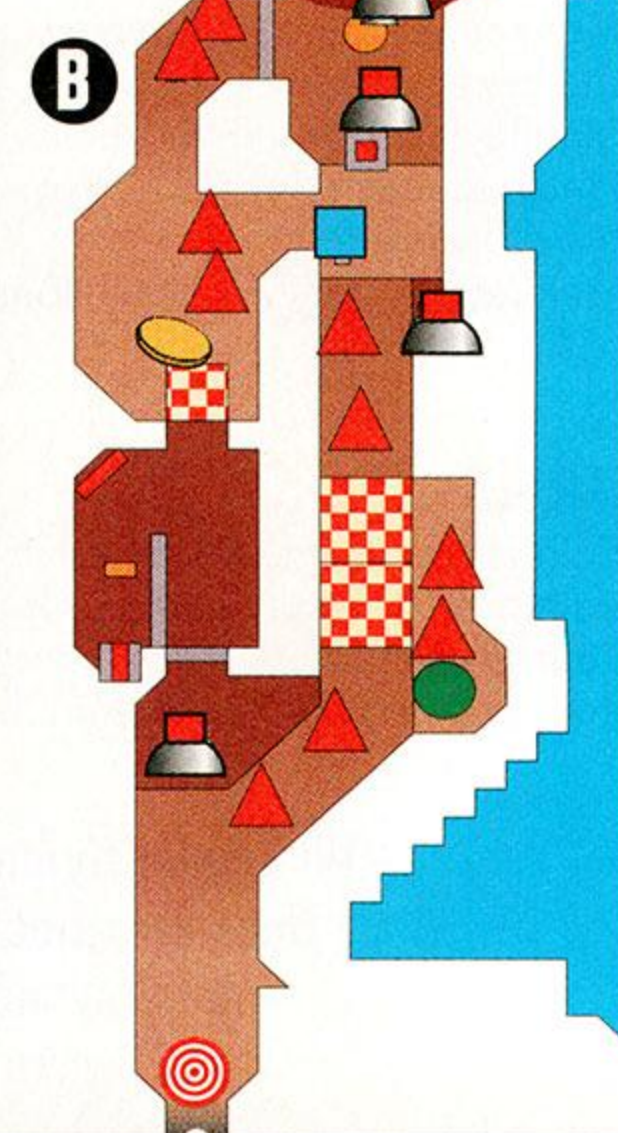
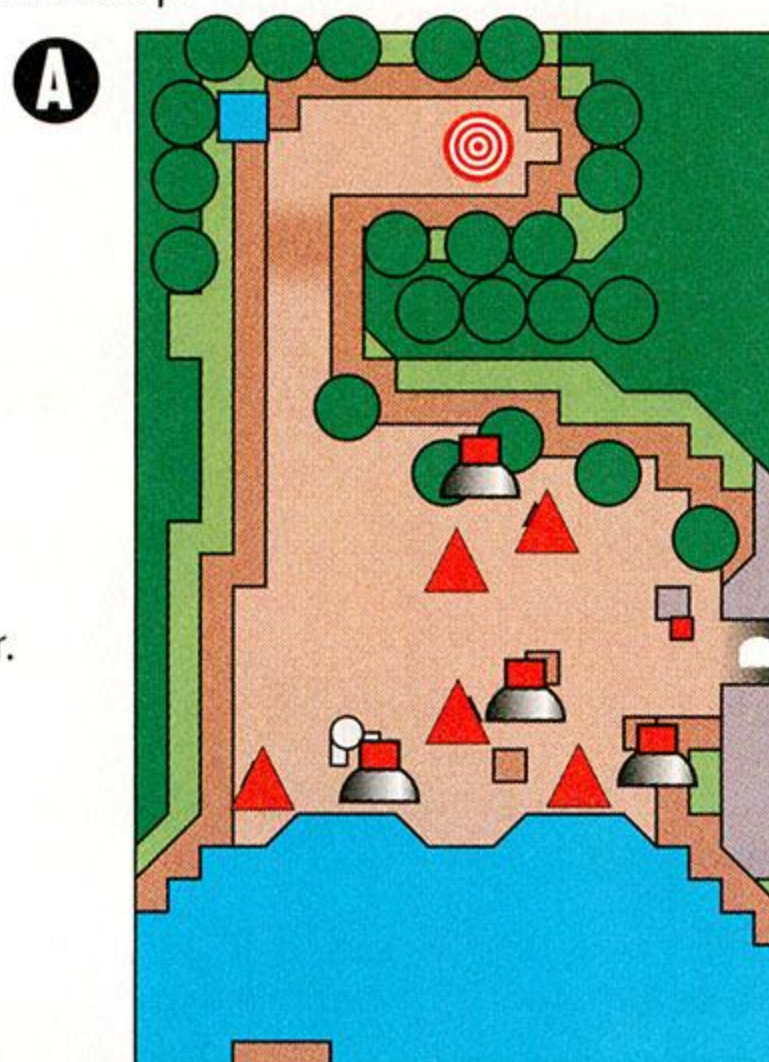
### Monkeys

- **Monkey 1:** Sunning himself on a beach chair on the beach.
- **Monkey 2:** Running around the beach.
- **Monkey 3:** Near the water on the beach.
- **Monkey 4:** You'll find this guy on the beach too.
- **Monkey 5:** Playing on the beach, you find yet another monkey here!
- **Monkey 6:** Next to Monkey #5, he'll board a saucer. Shoot it down!
- **Monkey 7:** On a ledge to the right just past the two dropping platforms.
- **Monkey 8:** This one is found past the bridge trigger.

### Coins

- **Coin 1:** Behind the elevator found in the passageway underneath the saucer.

New Item: Dash Hoop



### EXPERT TIP

**Double Jumping** can take away some time. Know when to use it though.





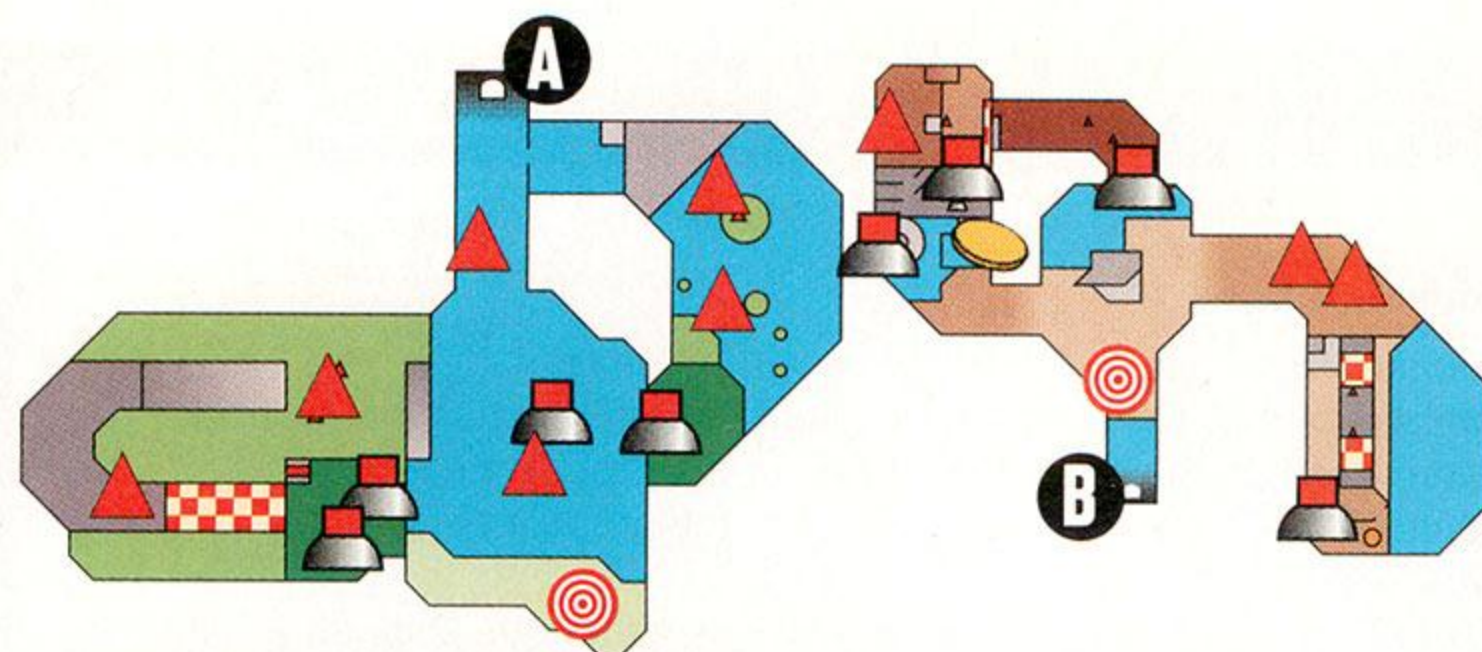
## LEVEL 4-2 CORAL CAVE

### Monkeys

- **Monkey 1:** At the start. Reach him by swimming into an underwater cave.
- **Monkey 2:** Found right after the raising bridge.
- **Monkey 3:** After the bridge of guillotines. He'll try to board a saucer.
- **Monkey 4:** In the cannon across from the waterfall. Shoot him from a distance.
- **Monkey 5:** Found on the far back ledge inside the cave.
- **Monkey 6:** Inside the submarine deck gun.
- **Monkey 7:** Find this agile little monkey swimming in the shark-infested waters.
- **Monkey 8:** This monkey is on a ledge near the submarine.

### Coins

- **Coin 1:** Underneath the waterfall by the submarine.



### Underwater Passage

If it ever looks like there's no way to reach a monkey, you can bet that there's a secret passage under the water. Throughout the game, there are plenty of apes that must be reached this way.

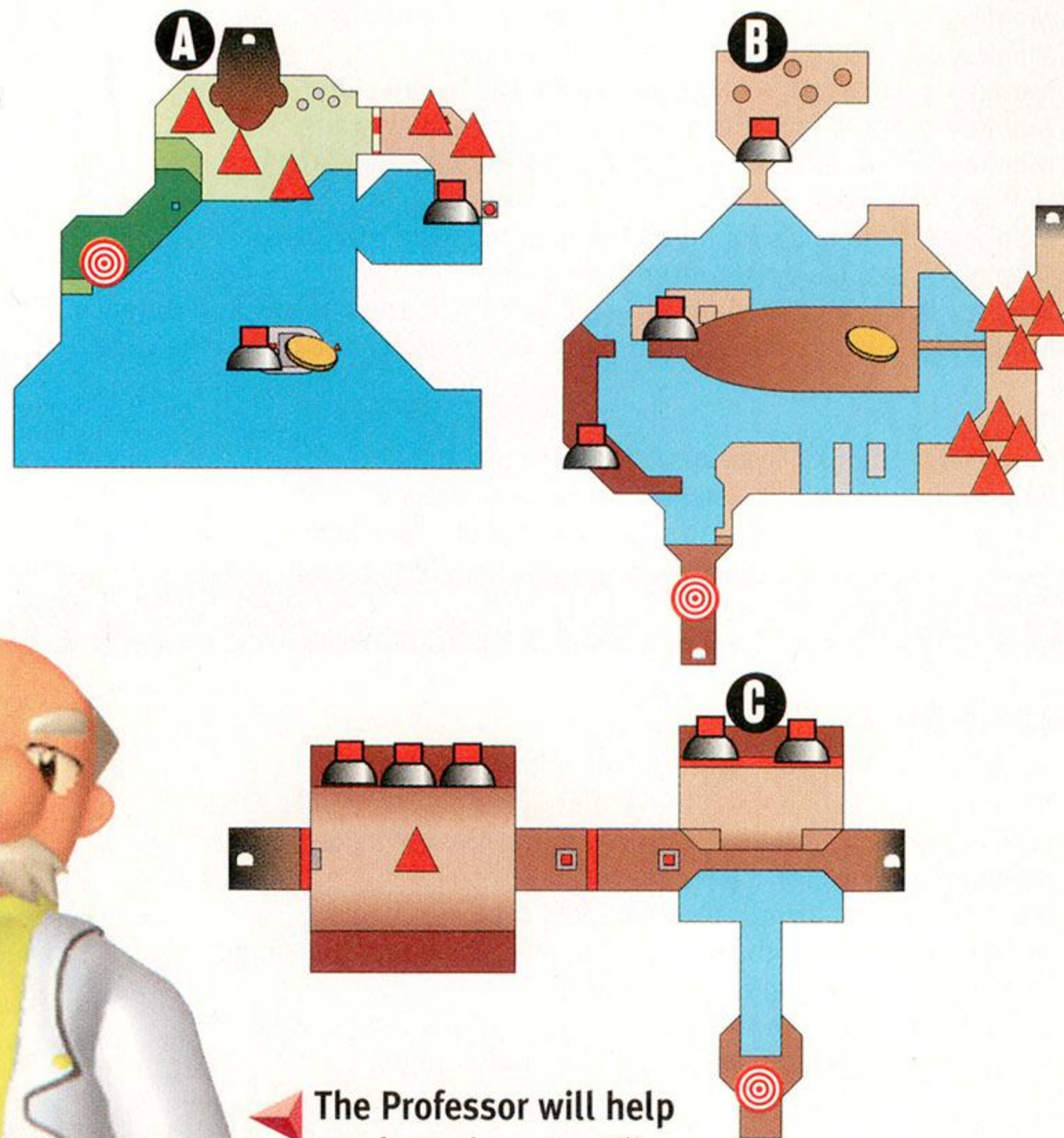
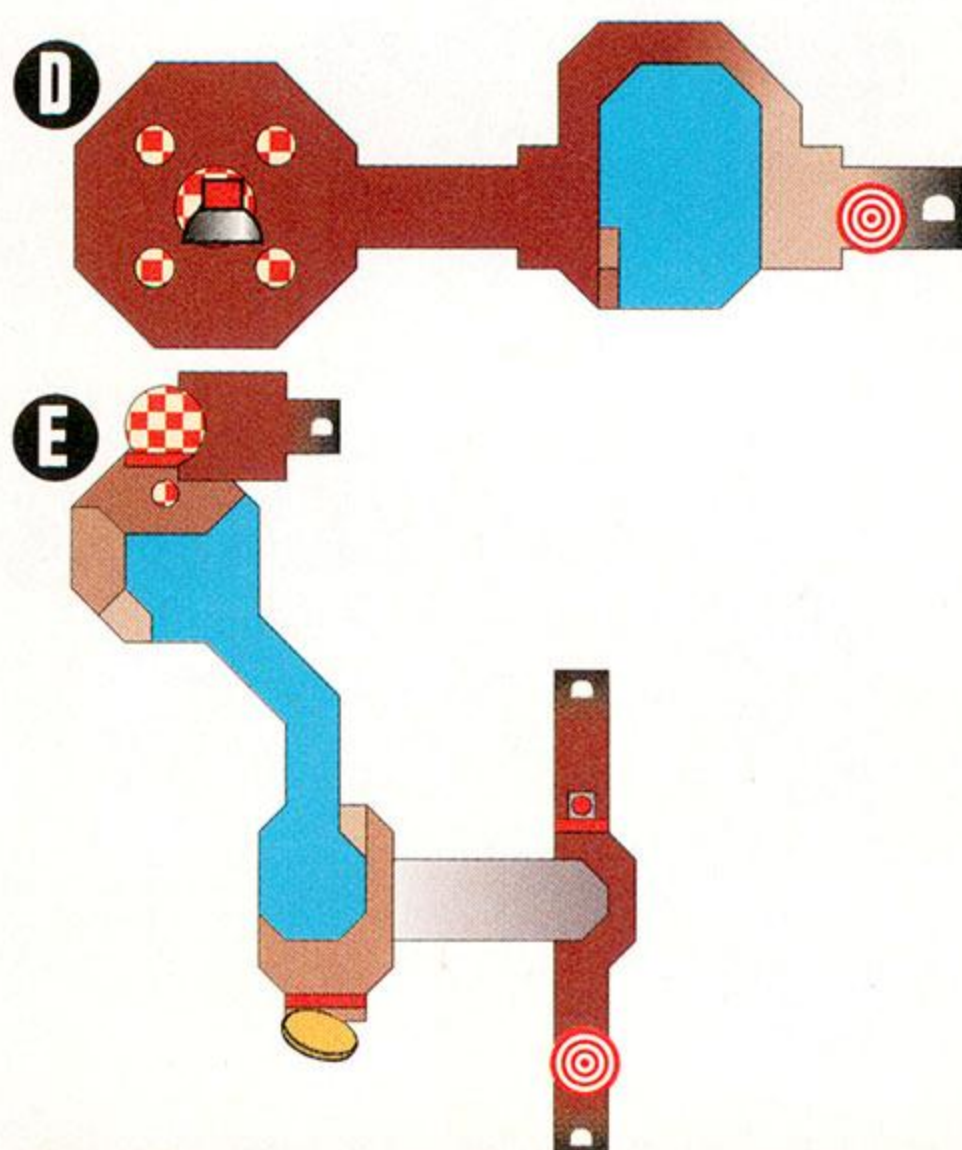
## LEVEL 4-3 DEXTER'S ISLAND

### Monkeys

- **Monkey 1:** Use slingshot at the three holes to knock a monkey down to the pit.
- **Monkey 2:** Use slingshot at the three holes to knock another monkey down.
- **Monkey 3:** Skittering about in the rolling ball room.
- **Monkey 4:** Also running about in the rolling ball room.
- **Monkey 5:** Yet another in the rolling ball room.
- **Monkey 6:** In the tentacle room. Kill all of the tentacles to free the monkey.
- **Monkey 7:** Behind breakable door next to Dexter.
- **Monkey 8:** On the ship in the harbor, trigger the turtle to reach it easily.
- **Monkey 9:** Atop the pirate ship that's raining barrels.
- **Monkey 10:** In a tight spot by the pirate ship. Use the RC Car to draw him out.
- **Monkey 11:** In a yellow passage by the tilted ship.

### Coins

- **Coin 1:** On the ship in the harbor.
- **Coin 2:** Found underneath the tilted pirate ship.
- **Coin 3:** On a drop-off below the first slide inside Dexter. Needs the Magic Punch.



The Professor will help you learn how to utilize all of the gadgets you earn throughout the game.



### EXPERT TIP

You can use the Sky Flyer to get up the pirate ship quicker.





# NEW FREEZELAND

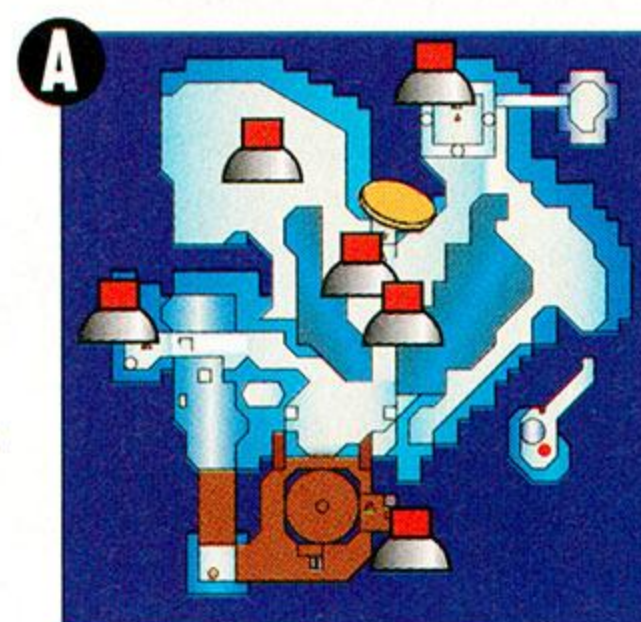
## LEVEL 5-1 SNOWY MAMMOTH

### Monkeys

- **Monkey 1:** Hidden inside the igloo with the flag.
- **Monkey 2:** Use the slingshot to shoot him off the mammoth's back.
- **Monkey 3:** On the ledge that shuts off the propeller elevator.
- **Monkey 4:** On the icy ledge right after the propeller elevator.
- **Monkey 5:** On a ledge near Monkey #4.
- **Monkey 6:** Trapped in an ice cave by the mammoth. Look for the pole to climb down.

### Coins

- **Coin 1:** Found atop a pole within view of the giant mammoth.



## LEVEL 5-2 FROSTY RETREAT

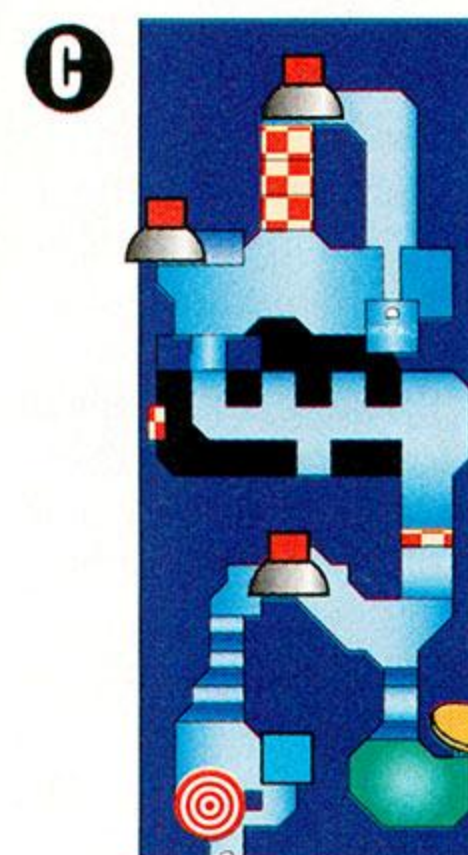
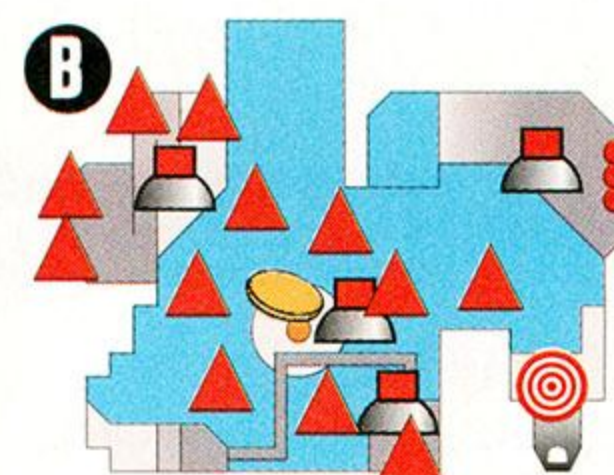
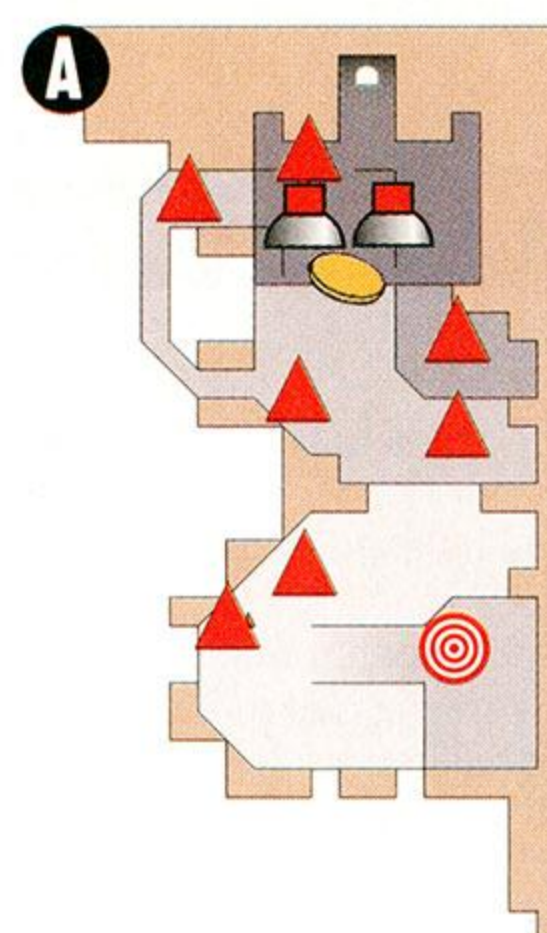
**New Item:** Sky Flyer

### Monkeys

- **Monkey 1:** In the little study down the narrow path by the start.
- **Monkey 2:** Also clamoring around the study.
- **Monkey 3:** On a ledge found right after the avalanche.
- **Monkey 4:** You'll find this monkey after the slidey stairs.
- **Monkey 5:** This monkey is on an island you have to reach by raft. He's got a saucer.
- **Monkey 6:** This one's found on the land near the island.
- **Monkey 7:** In a cave right after the icy steps.
- **Monkey 8:** Above the island. Tread carefully on the narrow path to reach him.
- **Monkey 9:** Swim underwater to find a way to reach the one in the cage.

### Coins

- **Coin 1:** Use the Sky Flyer in the Study to reach it.
- **Coin 2:** Underneath the island with saucer monkey.
- **Coin 3:** In a niche on the left side of a pool of water before the wall of spikes.



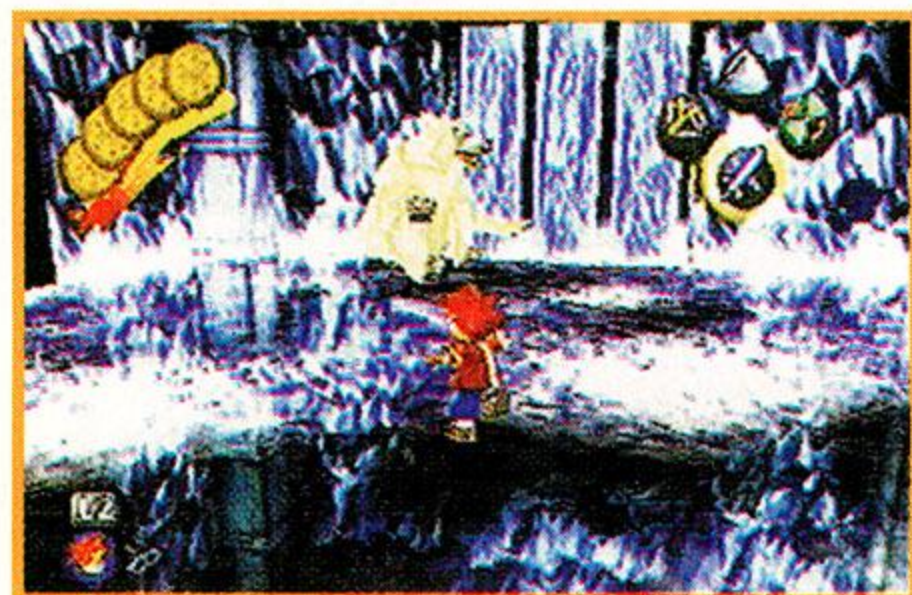
## LEVEL 5-2 HOT SPRINGS

### Monkeys

- **Monkey 1:** He's right in front of you when you start.
- **Monkey 2:** Hidden behind the waterfall inside of the cave.
- **Monkey 3:** He's strolling about right after the falling ice bridge.
- **Monkey 4:** On a high ice ledge.
- **Monkey 5:** In the computer room past the polar bears.
- **Monkey 6:** Found in the in the room after the computer room.
- **Monkey 7:** Soaking in the hot springs.
- **Monkey 8:** Resting in the steamy waters of the hot springs.
- **Monkey 9:** Behind the waterfall in the hot springs.

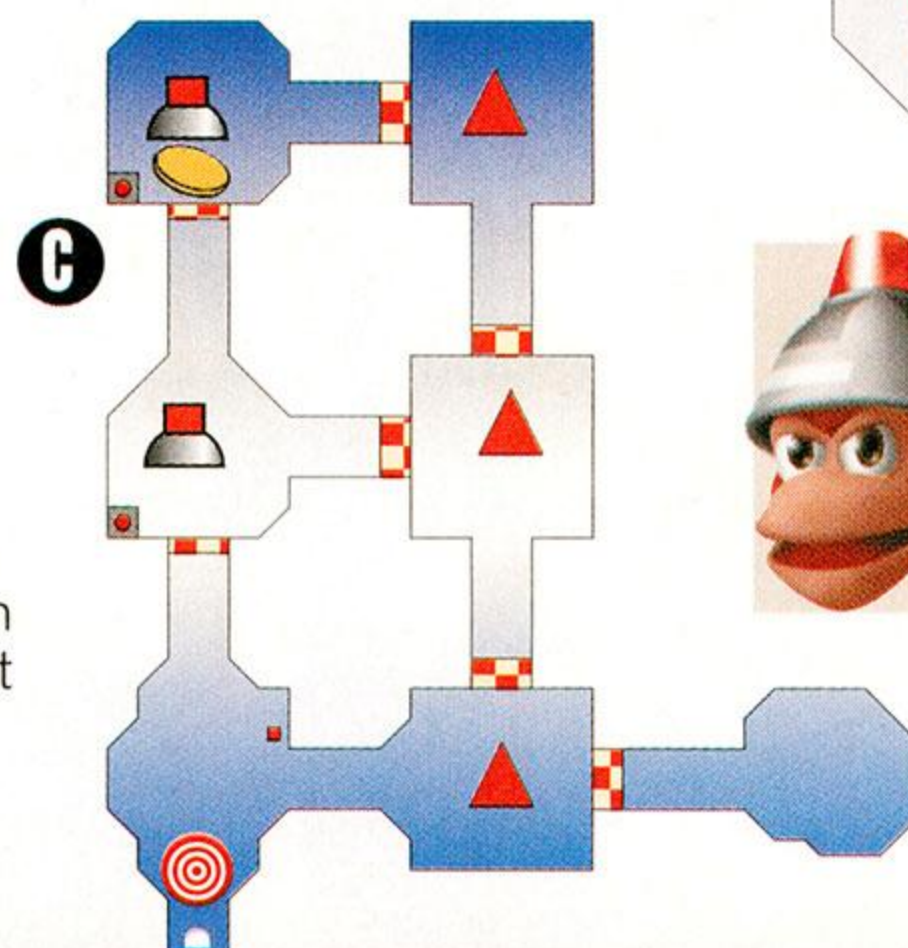
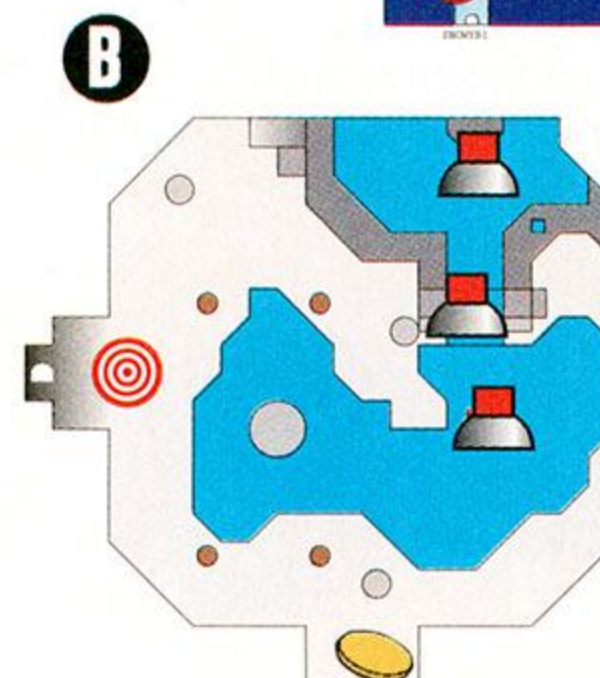
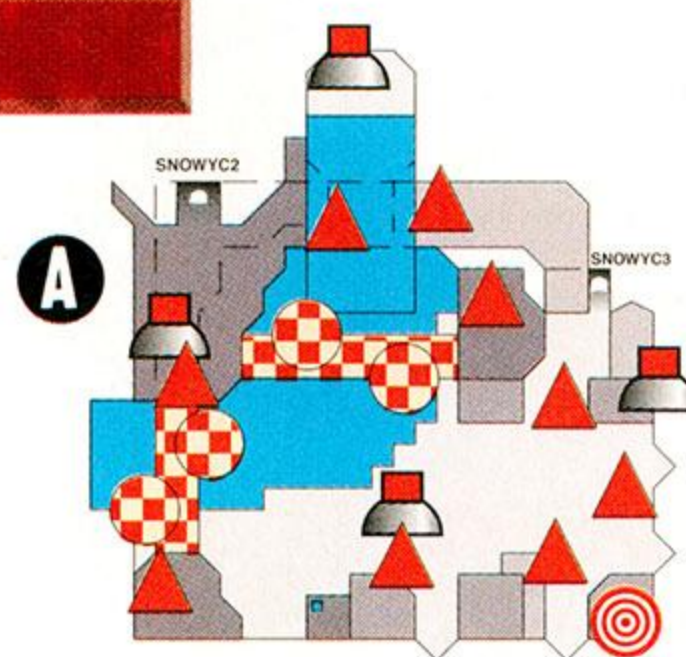
### Coins

- **Coin 1:** In the computer room past the polar bears.
- **Coin 2:** This coin is found in the hot springs room.



#### Icy Blockade

Hit the polar bears to smash them through the ice walls. You'll have to aim your stun baton so the bears slide at the ice.



### EXPERT TIP

Use the Dash Hoop to cross over the crumbling icy bridge.





# DIMENSION X

## GLADIATOR ATTACK

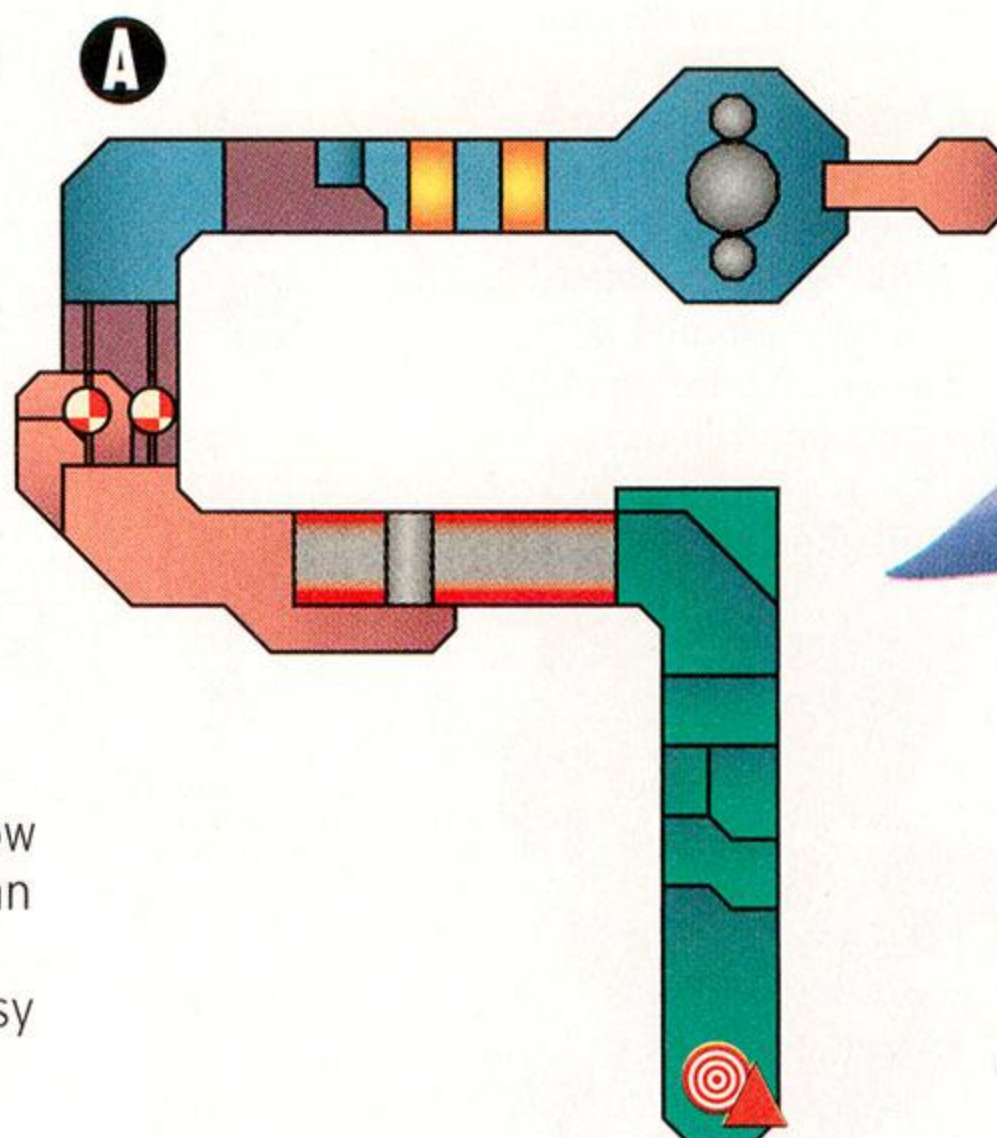
### Jake Returns:

Here's another chance to earn five coins. This race will focus on your ability to use the Sky Flyer. Since Jake's Flyer lasts longer than yours, this competition is going to be tough. Make sure you're the first one in the air, and try to shave off some time with the corners. Memorizing the course helps out massively. On the slide, if you jump the chasm, you can save even more time. If you have a good lead over Jake, you should be able to win.



### Short Cut

If you fall off the narrow strip, don't fret. You can jump and glide to the next area to get an easy lead over Jake.



# MEDIEVAL MAYHEM

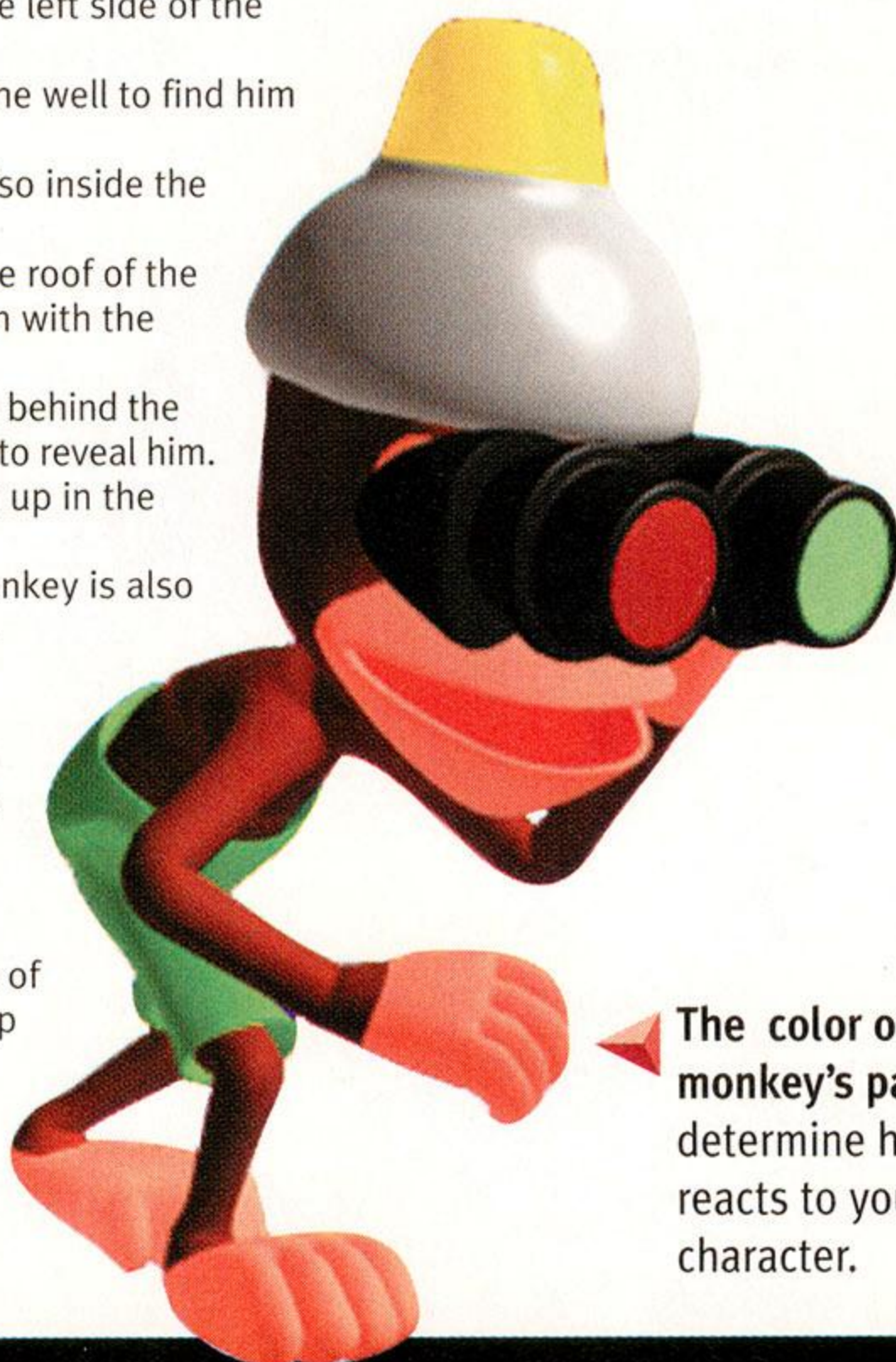
## LEVEL 7-1 SUSHI TEMPLE

### Monkeys

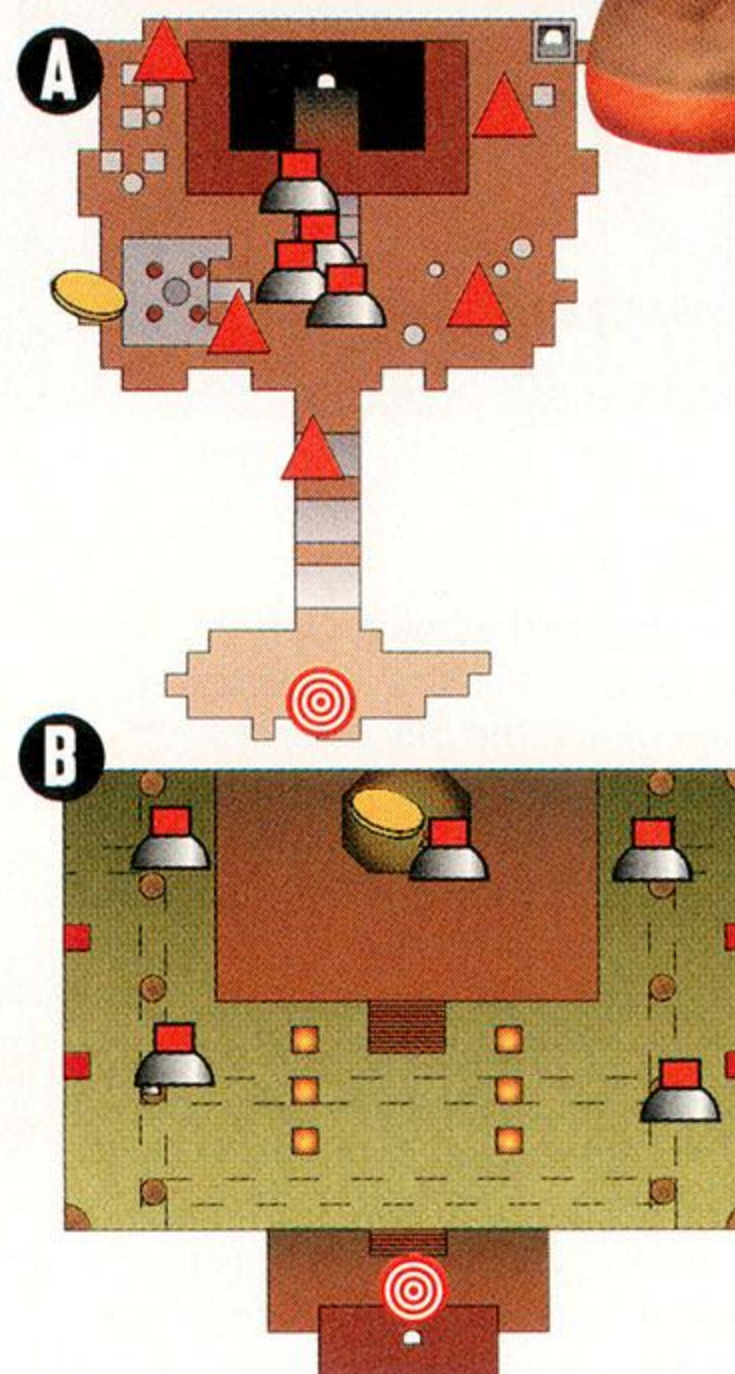
- **Monkey 1:** This guy's sitting out in front of the temple.
- **Monkey 2:** This one is also sitting out in front of the temple.
- **Monkey 3:** You will find the third sitting out front with the other two.
- **Monkey 4:** This primate is crouching inside one of Buddha's hands.
- **Monkey 5:** Sitting on the right side of the Buddha.
- **Monkey 6:** Sitting on the left side of the Buddha.
- **Monkey 7:** Drop down the well to find him hidden inside.
- **Monkey 8:** This guy's also inside the well.
- **Monkey 9:** Sitting on the roof of the temple. Knock him down with the slingshot.
- **Monkey 10:** He's hidden behind the statue. Shoot the target to reveal him.
- **Monkey 11:** Search high up in the rafters for this one.
- **Monkey 12:** The last monkey is also hidden atop the rafters.

### Coins

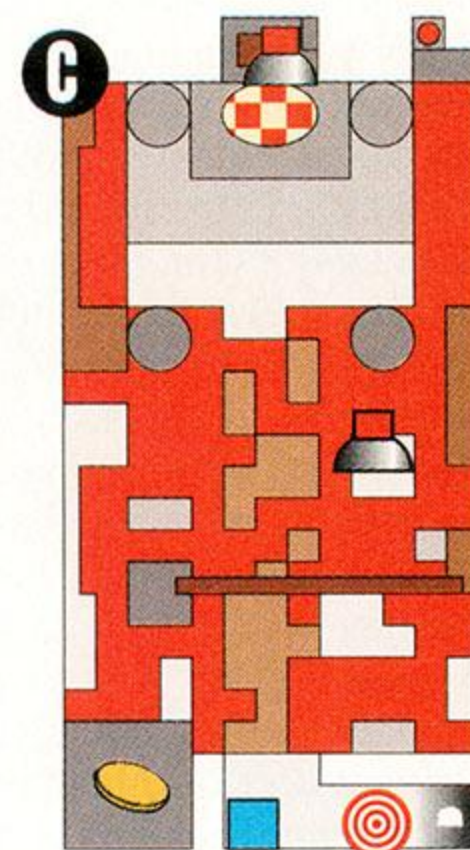
- **Coin 1:** Look behind the bell, next to the small graveyard.
- **Coin 2:** Inside the well.
- **Coin 3:** Climb to the top of Buddha's head and jump straight up.



The color of a monkey's pants will determine how he reacts to your character.



If you can beat Jake in the race, you will receive five coins for your hard work. It's a great way to open the minigames.



### EXPERT TIP

Don't double jump before spinning. It just wastes precious seconds.



## LEVEL 7-2 WABI SABI WALL

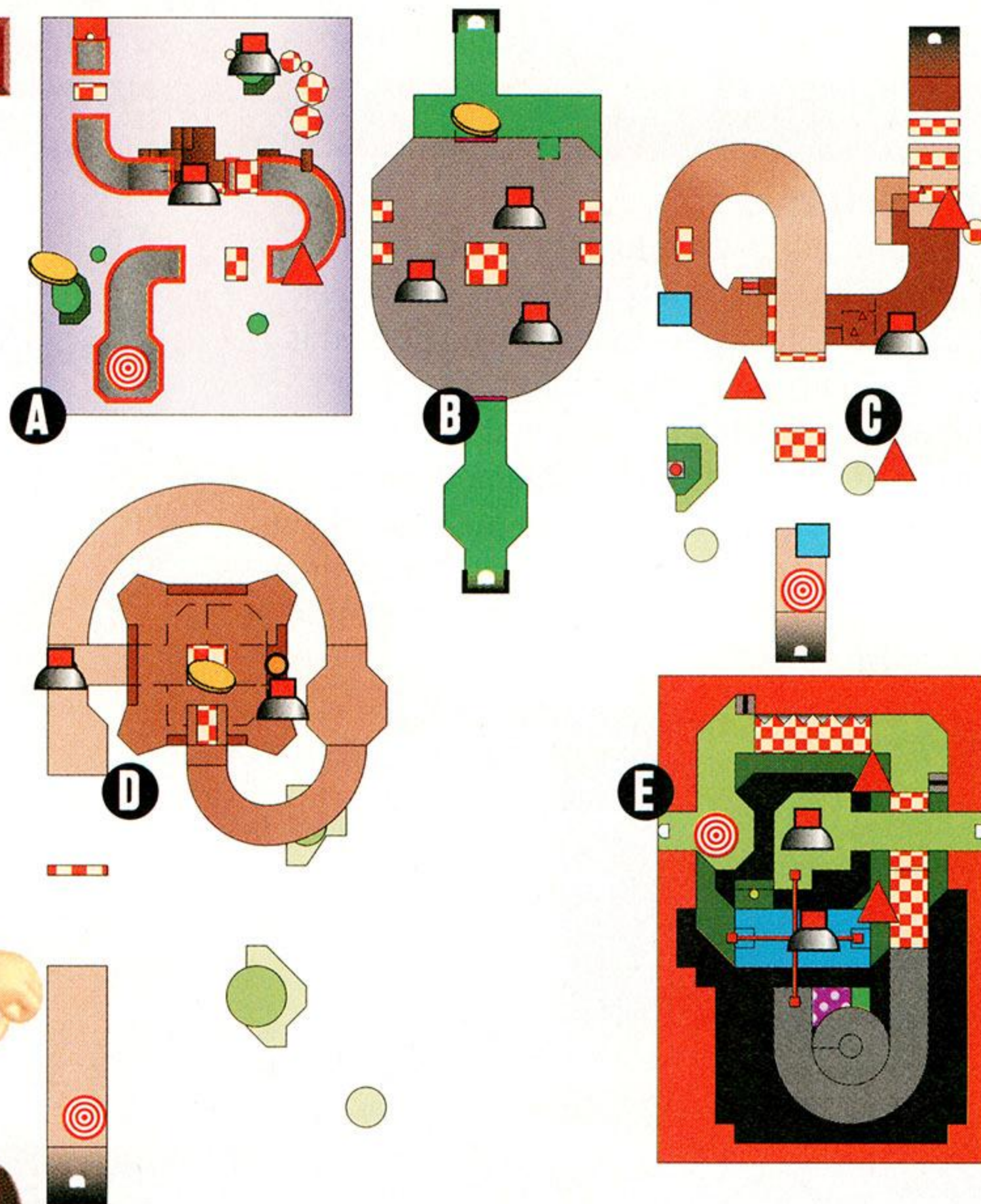
### Monkeys

- **Monkey 1:** Head past the spinning discs to find a monkey on a platform.
- **Monkey 2:** Inside the gong room, you'll see this little bugger.
- **Monkey 3:** A second monkey is running around in the gong room.
- **Monkey 4:** Look for a third monkey in the gong room.
- **Monkey 5:** He's checking out the sights with the pay-per-view binoculars.
- **Monkey 6:** He's in the large room with the two spinning targets.
- **Monkey 7:** At the top of the far tower is a saucer piloting monkey.
- **Monkey 8:** At the end of the rappel-line, this one will run into the tower.
- **Monkey 9:** He's behind the cage. Jump and glide from teacup area.
- **Monkey 10:** In the room with the spinning rod. Use the RC car to get him out.

### Coins

- **Coin 1:** On the first floating island you come across.
- **Coin 2:** Found in the Gong Room once all the apes are caught.
- **Coin 3:** Found on a floating island behind the last tower. You'll need to glide.

**The Waba Sabi Wall** will test your jumping skills. Use the Sky Flyer as a back-up if you fall.



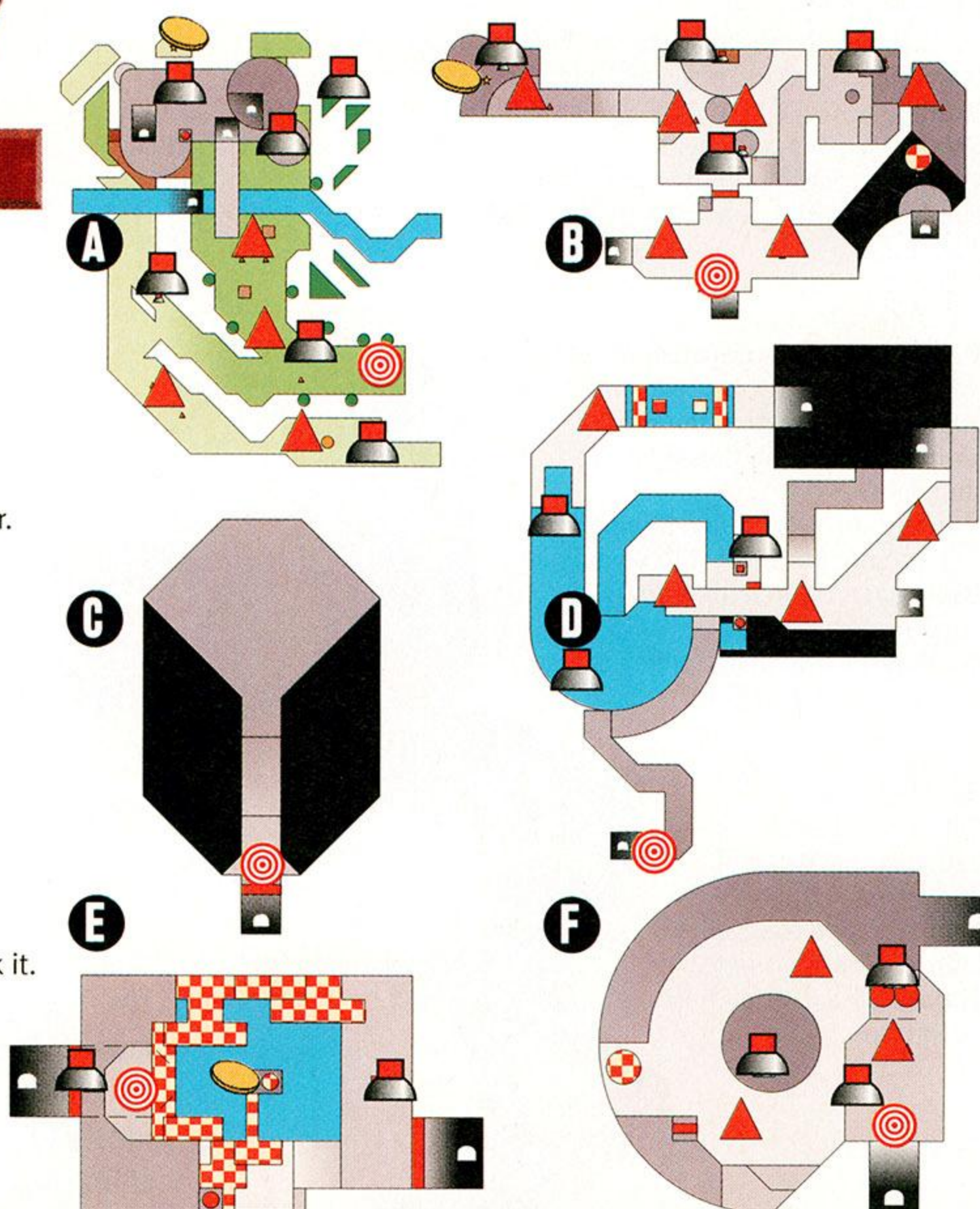
## LEVEL 7-3 CRUMBLING CASTLE

### Monkeys

- **Monkey 1:** He's just outside of the castle.
- **Monkey 2:** On the center top section of the bell tower.
- **Monkey 3:** He's hiding underneath the bells in the bell tower.
- **Monkey 4:** This monkey is on a ledge in the bell tower.
- **Monkey 5:** This obnoxious creature is sitting on the throne.
- **Monkey 6:** Find yet another atop the throne room chandelier.
- **Monkey 7:** In the room to the left of the throne room. Use the chandelier.
- **Monkey 8:** In the room right of the throne room.
- **Monkey 9:** Swimming in the water in the dungeon.
- **Monkey 10:** Also swimming in the murky waters of the dungeon.
- **Monkey 11:** In the jail cell, enter via an underwater passageway.
- **Monkey 12:** Meandering about the gear room.
- **Monkey 13:** A second monkey can be found in the gear room.
- **Monkey 14:** Hopping around the guillotine just past the slippery ice.
- **Monkey 15:** You'll find another monkey by the guillotine later on.
- **Monkey 16:** In a prison cell near the guillotine.
- **Monkey 17:** He's on the castle top.
- **Monkey 18:** On a ledge behind the top castle turret.
- **Monkey 19:** Look on the lower ridge outside the castle.
- **Monkey 20:** In a box atop the castle. You'll need a Magic Punch to break it.

### Coins

- **Coin 1:** In the room to the left of the throne room, via the chandelier.
- **Coin 2:** In Gear room, look toward the top center.
- **Coin 3:** On a bouncy ledge near the guillotine.
- **Coin 4:** On the back side of the castle. A tricky jump to make it there.







# FUTURAMA

## LEVEL 8-1 CITY PARK

### Monkeys

New Item: RC Car

- **Monkey 1:** He's playing around in the jungle gym.
- **Monkey 2:** He's in a nook by the waterfall. Watch out for the robot.
- **Monkey 3:** This one's putting up his dukes in the boxing ring.
- **Monkey 4:** Look past the grate in the sewers.
- **Monkey 5:** This one is in the sewer in a cage. Flush him out with the RC Car.
- **Monkey 6:** To get the one swinging over the sewers, hit the switch by the coin.
- **Monkey 7:** On a high platform in the room past the cans.
- **Monkey 8:** This one is also on a high platform in the room past the cans.
- **Monkey 9:** In the room with the cans, look on the wall the cans roll toward.
- **Monkey 10:** In the cage by the cans.
- **Monkey 11:** Also in the cage by the cans.
- **Monkey 12:** On a ledge past the fans.
- **Monkey 13:** Next to the waterfall on the pipe.

### Coins

- **Coin 1:** In the sewer. Must use the car to retrieve.
- **Coin 2:** In the room with rolling cans, it's atop the monkey cage.
- **Coin 3:** Above the waterfall.



## LEVEL 8-2 SPECTER'S FACTORY

### Monkeys

- **Monkey 1:** Look behind the first destructible wall. He flies a saucer.
- **Monkey 2:** This one's just past the first batch of enemies you face.
- **Monkey 3:** At the end of the RC Car tubes. He's tricky to get.
- **Monkey 4:** Grab this one atop the center room by the switch.
- **Monkey 5:** In the boss mech. Let it zoom at you, then hit it on the backpack.
- **Monkey 6:** This monkey is after the big raising tube.
- **Monkey 7:** Go below the big tube in a cage. Use the car to scare the primate.
- **Monkey 8:** You'll find a monkey in the conveyor belt room on a ledge.
- **Monkey 9:** This ape controls a mech at the top of the conveyor belt room.
- **Monkey 10:** You'll need the Magic Punch to get the one in the computer room.

### Coins

- **Coin 1:** Over a chasm by the RC Car tubes. Hit the triggers with the car.
- **Coin 2:** Look on the back of the big rising tube after it goes up.



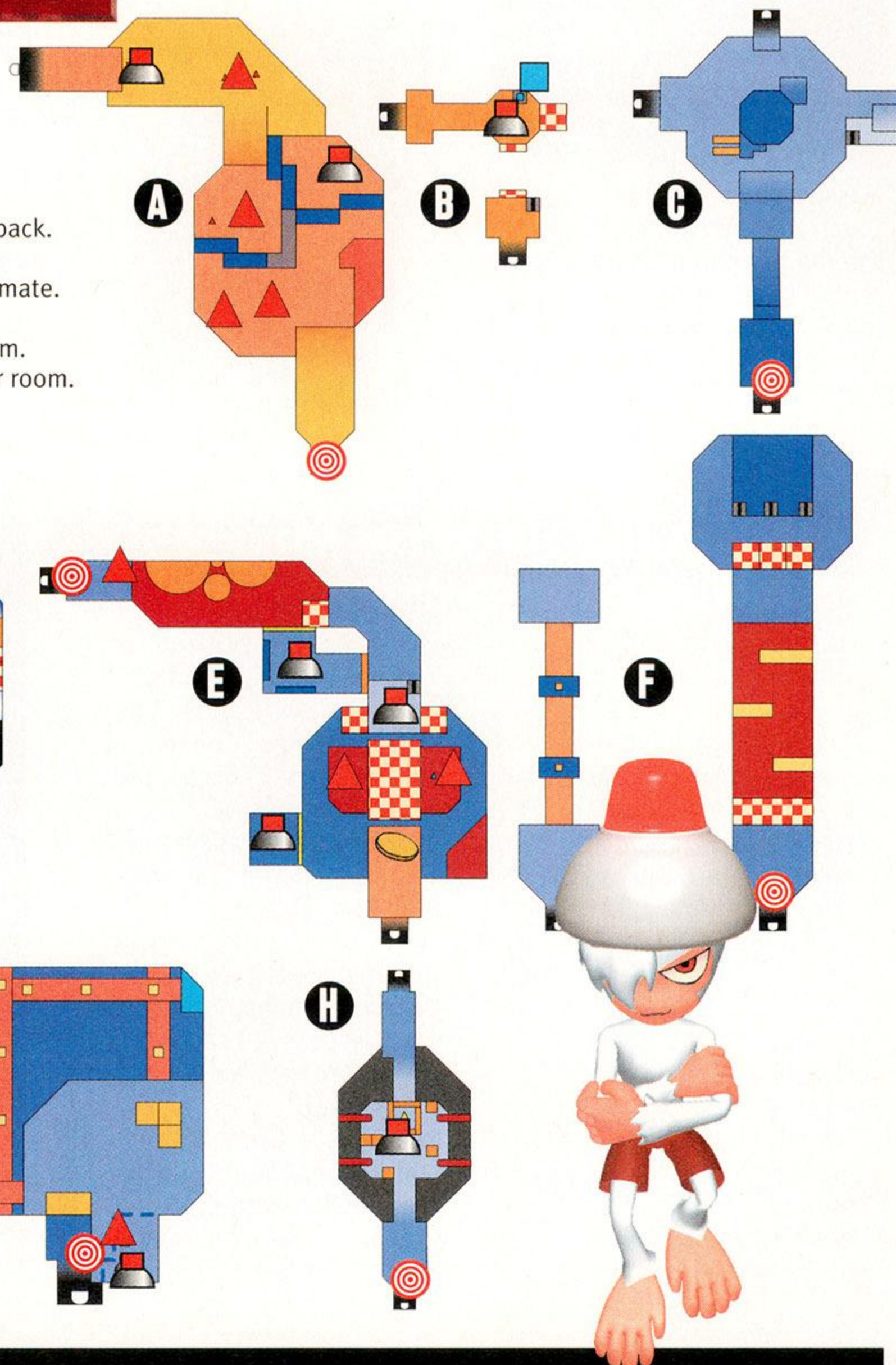
### Two types of guns

Depending on which analog stick you press in, you will fire a different weapon. The cannon is best.



### EXPERT TIP

Press L1 to be able to aim with the tank's barrels. Easy targeting.





## LEVEL 8-3 TV TOWER

### Monkeys

- **Monkey 1:** Look for him sitting behind the secretary's desk.
- **Monkey 2:** He's in the ventilation shaft just past the first inside door.
- **Monkey 3:** Look for him on a platform in the water by the raft.
- **Monkey 4:** This one's hanging from the ceiling at the end of the water section.
- **Monkey 5:** Found atop the highest part of the tank room.
- **Monkey 6:** Scrambling about on lower green tank area.
- **Monkey 7:** Also running about on lower green tank area.
- **Monkey 8:** On a pole in front of the massive fans.
- **Monkey 9:** So is this one...(grab him to open the fan control room).
- **Monkey 10:** Also in front of the fans, make sure they are shut off first.
- **Monkey 11:** He's in the control room by the fans.
- **Monkey 12:** Use the Magic Punch to break the box outside the building.

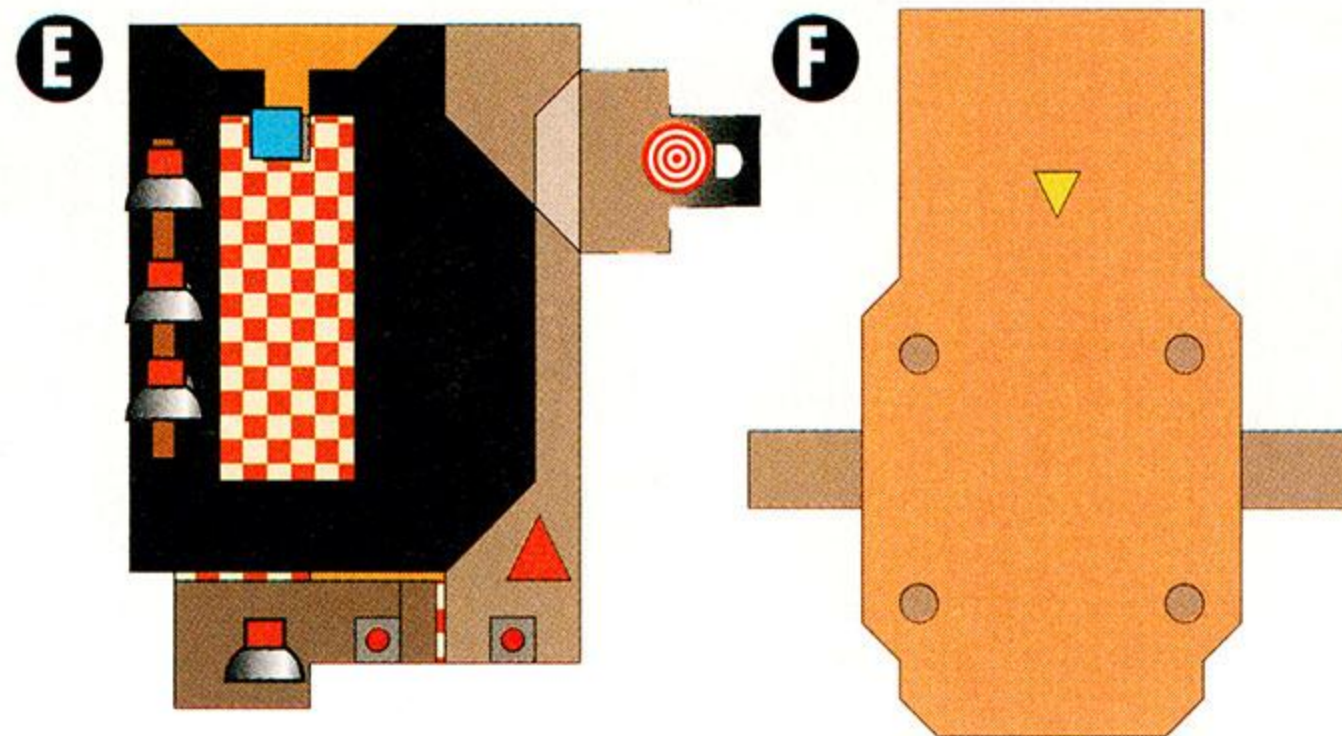
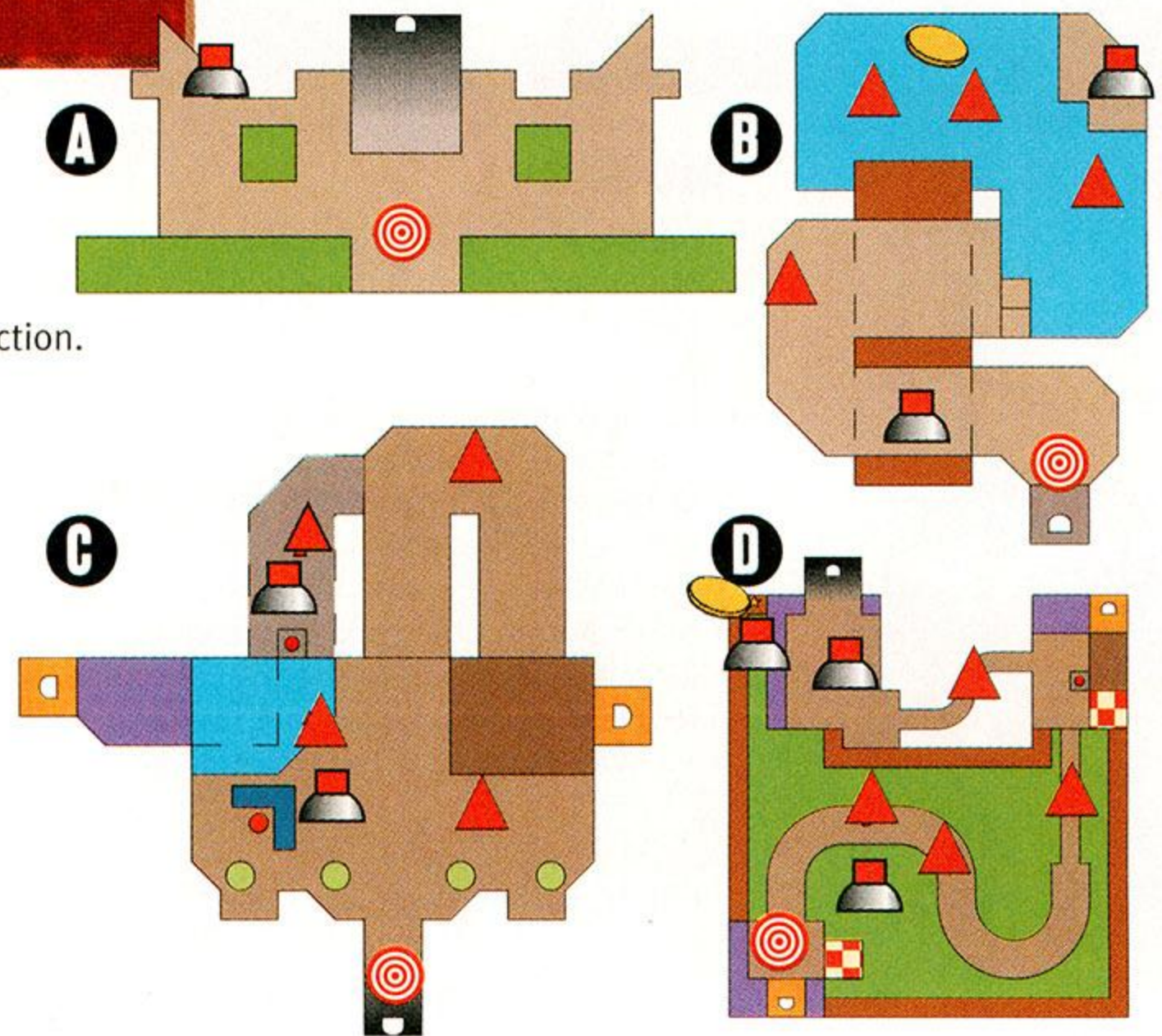
### Coins

- **Coin 1:** Hanging over the water section. Use the big pipe to get up to it.
- **Coin 2:** On bottom section of the green tank area.



#### Massive Fans

Catch the top two monkeys on the fan to open up the control room. If you try to go for the third without turning off the fan, you'll get blown off into a bottomless pit.



### EXPERT TIP

You'll need to beat the game once in order to receive the Magic Punch.

## SNEAKING UP ON THE MONKEYS

### Crawling...

If you press the left analog stick in, you will be able to crawl. This is a great way to sneak up on most of the monkeys. Make sure you have your net in your hand.

### Death from Above

Later on, the monkeys will start moving extremely fast. The best way to grab them is with a jump combined with a swing of your Time Net. This works well to catch them unaware.

### Using the Radar

If you are using the Monkey Radar, you can often see the monkey you are looking for by pressing the L2 button. This is great for finding out specifically where the monkey is.

### Monkey Moods

The lights on their head are indicators of their mood.

**Green:** Unaware and relaxed. It's safe to crawl at him.

**Yellow:** Alert. If this happens, hide for a while.

**Red:** He's active and ready for a fight. Prepare to lose health.

### Monkey Types

Look at their pants color to see what traits they have.

**Yellow:** Common normal monkeys, easy to capture.

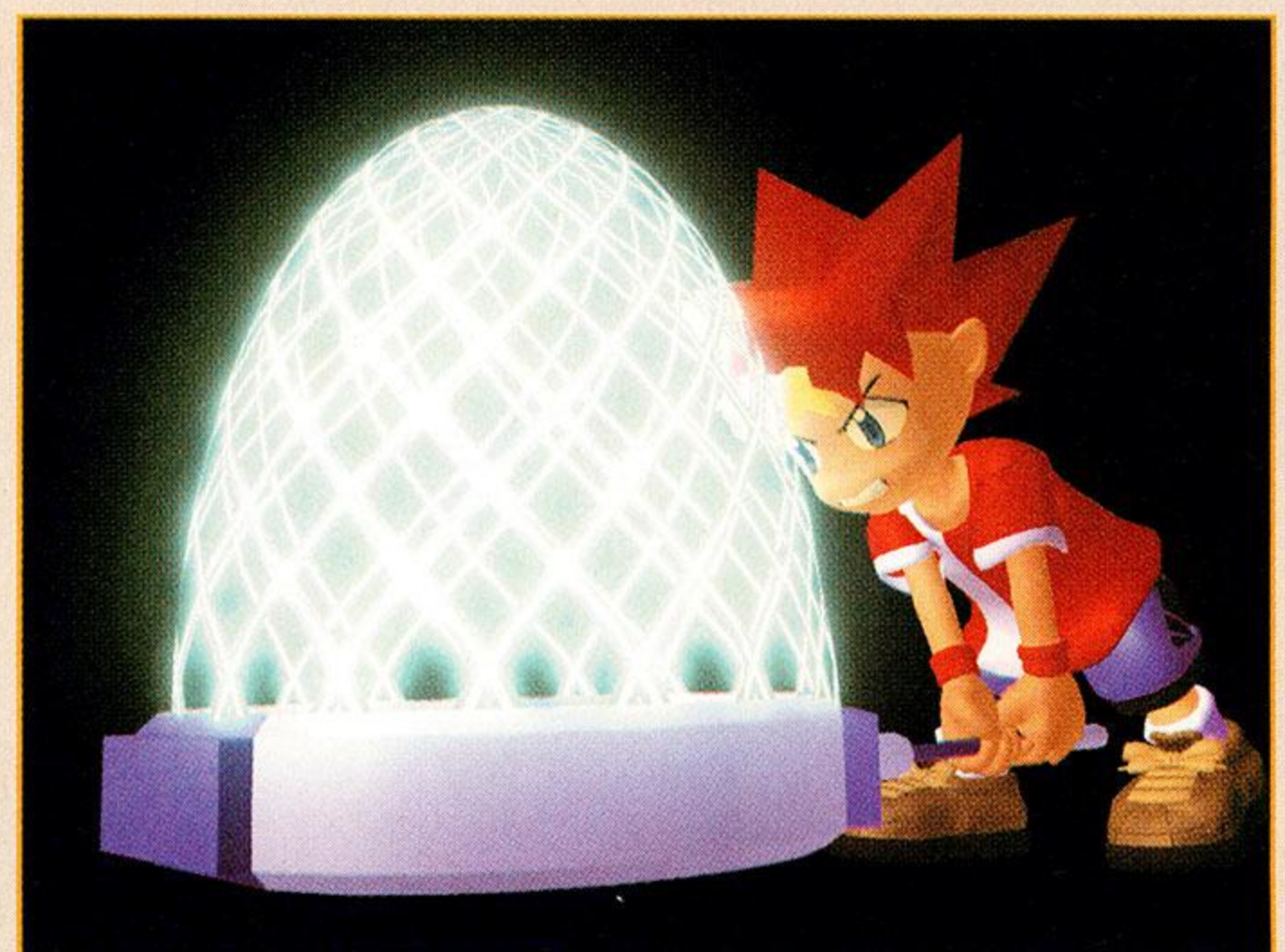
**White:** Are very alert. Hard to sneak up on.

**Blue:** Are fast runners.

**Light Blue:** Gentle. Easy to capture, less apt to run.

**Green:** Have great vision.

**Black:** Wild and dangerous.



▲ Unless you want to take a few hits, you're going to have to sneak up on them. Crawling toward the monkeys or jumping toward them with the net will often catch them off guard. Cornering them works well too.





## SPECTER LAND

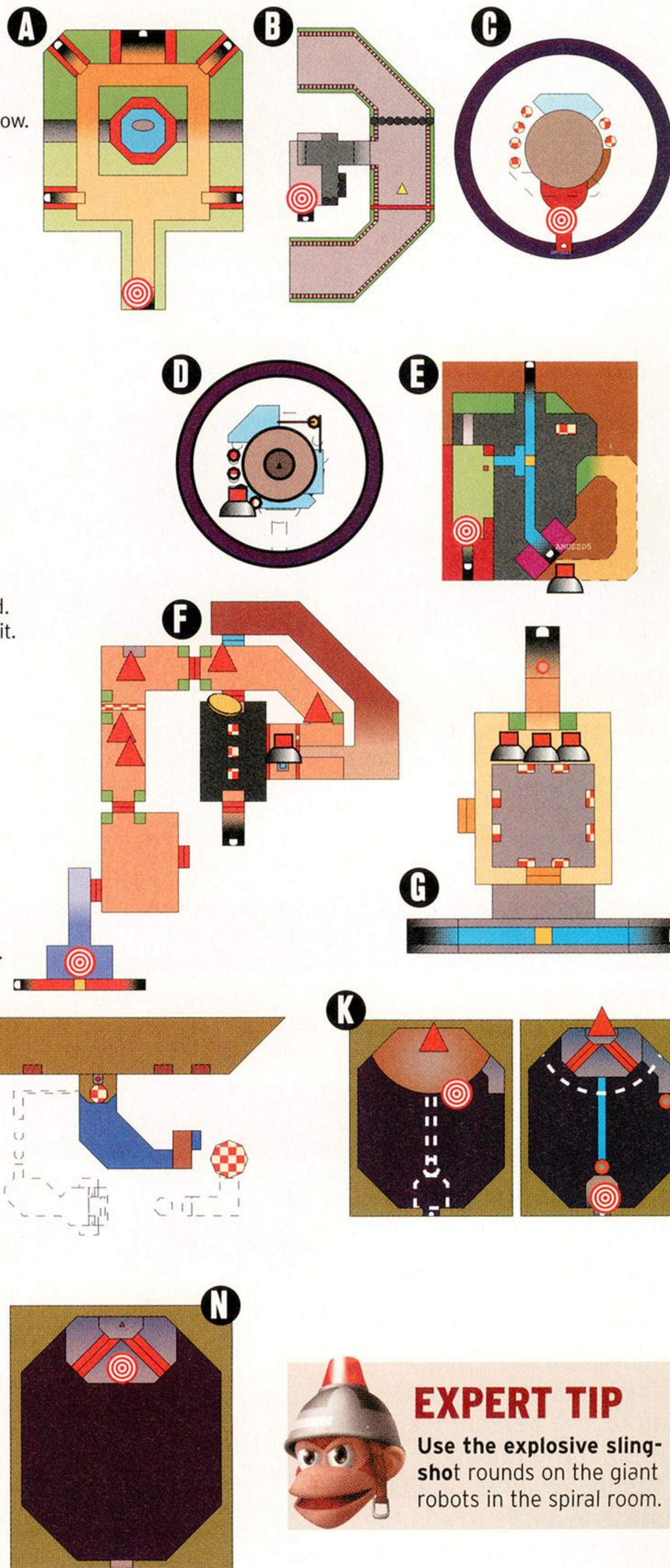
## LEVEL 9-1 MONKEY MADNESS

## Monkeys

- **Monkey 1:** In the Western Land window. Shoot him to knock him down.
- **Monkey 2:** Another monkey awaits in the Western Land windows. Shoot again.
- **Monkey 3:** A third and final monkey can be nabbed from the Western Land window.
- **Monkey 4:** Look in the western section atop the Day Goods Western Building.
- **Monkey 5:** Go down alley in the arcade by the roller coaster.
- **Monkey 6:** Look in a cage with the switches in the haunted house.
- **Monkey 7:** In the pit beneath the girl in the haunted house.
- **Monkey 8:** In the same pit as the last monkey.
- **Monkey 9:** So is this one too.
- **Monkey 10:** Follow the ledge outside to the castle to the right to find this one.
- **Monkey 11:** He's hiding in the bottom section of the turbine room.
- **Monkey 12:** In a saucer outside of the castle.
- **Monkey 13:** Another primate in a saucer outside of the castle.
- **Monkey 14:** In the room with the power switch. He's running around.
- **Monkey 15:** In the room with the power switch. You'll need the RC Car.
- **Monkey 16:** In the large spiral room.
- **Monkey 17:** This one is at the top of the spiral room.
- **Monkey 18:** Look in the space area on a high platform (use the middle switch).
- **Monkey 19:** In space area head to the spot above the entrance.
- **Monkey 20:** He's in the room just past the obstacle (space) room.
- **Monkey 21:** This one's at the top of the anti-gravity machine.
- **Monkey 22:** He's playing pool in a cage. Use the car to hit the switch.
- **Monkey 23:** Shoot the second monkeyhead light to reveal a door atop his head.
- **Monkey 24:** He's in a box inside the castle foyer. Use the Magic Punch to open it.

## Coins

- **Coin 1:** Atop the sign in the western area above the bull horns.
- **Coin 2:** On Terror Coaster
- **Coin 3:** On Terror Coaster 2nd part. You'll have to jump for it.
- **Coin 4:** On top of the doorway leading to the Monster head.
- **Coin 5:** On top of the weird mechanical entrance outside of the castle.
- **Coin 6:** Past the mechanical entrance, floating over the grass.
- **Coin 7:** In the second floor in the large spinning turbine room.
- **Coin 8:** Use the anti-gravity platform to reach yet another coin.
- **Coin 9:** In the space area on a high platform, same as the monkey.
- **Coin 10:** In the room past the stretching monkey eyes. Shoot the light on his head.



## EXPERT TIP

Use the explosive sling-shot rounds on the giant robots in the spiral room.



## SURVIVING THE ENEMIES OF APE ESCAPE



### Spinning Death

These enemies are surprisingly common, but kind of tricky to kill at first. Wake them up, and run straight backward. If you do anything else, you'll get hurt. Smack them when they dizzy.



### Giant Trees

You'll find two of these nasty trees on level 2-1. To catch the monkey inside of them, use your baton to knock their two branches out of the way. This will let you get some hits on the trunk.



### Tanks for the Memories

When it comes down to a battle between your tank and one controlled by a monkey, just fire away. You'll take a few hits, but you can shrug off most damage. Fire the cannon, not the gun.



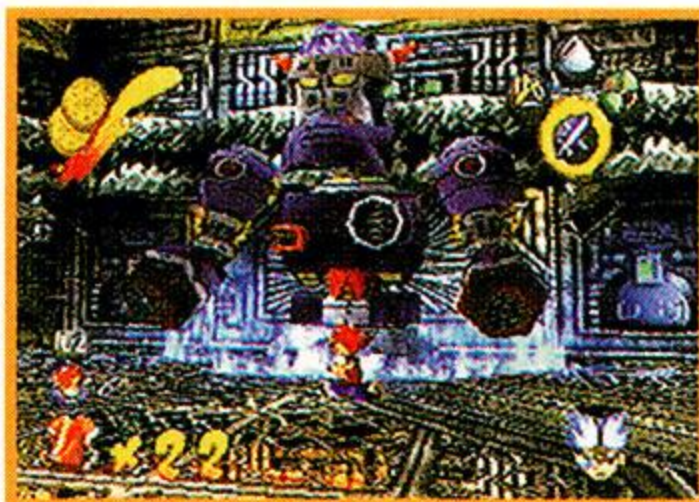
### Killer Clown

You'll find this guy in the circus tent on level 9-1. To defeat him, get close and start spinning your baton. This will hit him and stop the killer balloons from hitting you. They'll turn into cookies.



### Dodging the car

The final battle with Jake will take place in the racing area of 9-1. Stand on the switch at the top of the screen. Dodge the car when it tries to ram you, then hit the green spot on its back. You'll have to move quickly.



### Specter's Mech

All it takes is three hits each to destroy his arms. With them out of the way, make your way to the side of the platform. When Specter destroys the ground you're standing on, jump to the center and use the baton.



### Specter's Final Battle

Specter will appear randomly around your character. Face toward him once he does appear. Jump the blast he shoots, and immediately blast him with the slingshot. It will take 4-5 shots to nail Specter.



### Specter's Final Form

Specter's last form has a shield. Use the Magic Punch while dodging the rockets. Once the shield is gone punch him. After you have destroyed the shield once and for all, whip out the Time Net and grab him!

## COMPLETING THE GAME

### Percentage Points

For every monkey and coin you earn, you will go well toward

completing the game 100%. After you have gathered all of the monkeys from a level, you

will be able to go back in and play a Time Trial. Depending on your time, you will be awarded a

trophy. The better the trophy the more the game is completed. Save time by collecting triangles.

## MINIGAME TACTICS

**Lots of fun:** There are three minigames you can earn by collecting the coins strewn about the levels. Completing these mini-games is purely optional and does not affect the percentage total of the main game. The best way to open up these levels is to win the two races. Doing so will net you an easy 10 coins.



### Ski Kidz Racing

**Coins Required:** 10  
**It's all downhill from here:** If you want to win in these races, you'll need to operate both analog sticks as if they are one. If you don't move them together, you won't get anywhere.



### Specter Boxing

**Coins Required:** 20  
**Put up you Dukes:** The way to win this boxing game is to keep moving. Once you get one hit that stuns your opponent, time a flurry of pistoning hits to knock him out. Don't punch mindlessly.



### Galaxy Ape

**Coins Required:** 50  
**Lightning reflexes required:** To survive, keep your eyes open for the red indicator bars that will show where the enemies will come from. Try not to get boxed in by the inflating pink enemies. Stay back.



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Half Life: Tm Fortress 2	10/99	\$29.99	Silent Hunter 2	09/99	\$46.99			

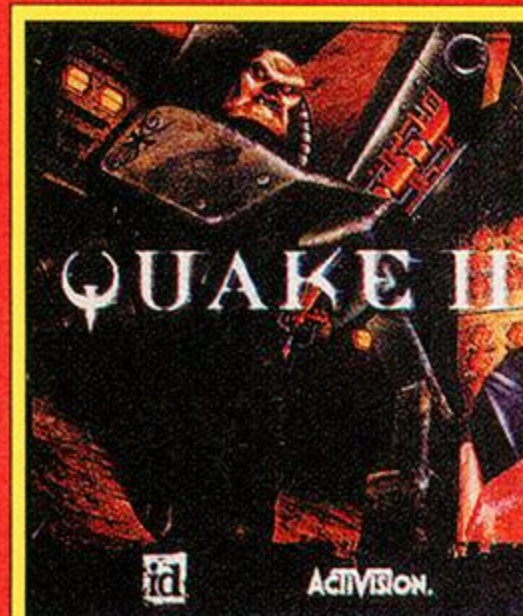
Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order \$10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.					
Per Order	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days
Per Shipment	\$1.00	\$2.00	\$2.00	\$2.00	\$2.00
Per Item	\$1.25	\$1.00	\$5.00	\$13.00	\$2.00
	\$0.75	\$1.00	\$1.00	\$2.00	\$6.00

'FINAL FANTASY VIII' Through an intricate balance of story, graphics, and sound, the creators of Final Fantasy express their thoughts and feelings in a story brought to life through high quality graphics and elegantly composed sound and music. Characters gain combat experience points even if they turn and flee from battle.



Squaresoft  
(Roleplaying)  
Release: 8/99  
PSX

**\$59.99**



'QUAKE II' Quake was just fore-play. Now comes Quake II. Includes larger, mission based levels, superior artificial intelligence, and wicked multiplayer capabilities. Experience smoother 16 bit graphics and real-time lighting effects.

Activision (Shooter)  
Release: 6/99

**\$44.99** PSX  
**\$56.99** N64



Konami (Adventure)  
Release: 7/99  
N64

**\$59.99**

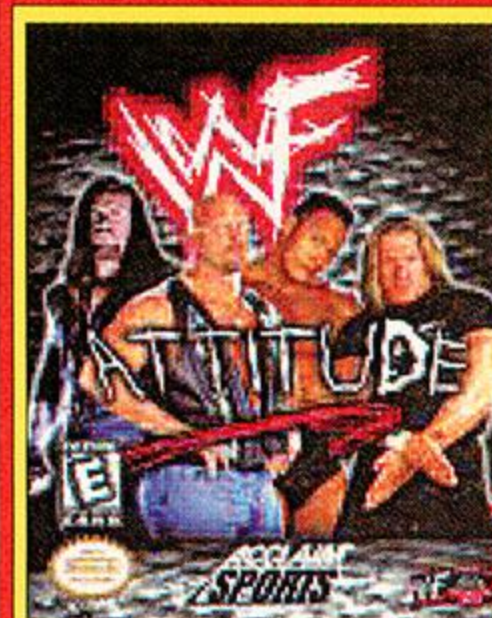
'GOEMON'S GREAT ADVENTURE' Join Goemon & his friends as they explore a medieval Japan bustling with robots, space ships & DJs. Buy items, upgrade your weapons & mingle with friendly villagers as you battle nasty bosses & their henchmen. Each character has unique physical & fighting abilities to help on the quest.



Nintendo (Hardware)  
Release: NOW  
Game Boy Color

**\$79.99**

'GAME BOY COLOR' With 52 brilliant colors displayed on Game Boy Color's portable screen, your games will look better than ever! Put a pre-existing Game Boy game into Game Boy Color & choose from one of 12 default color palettes on the Game Boy Color start-up screen. You can play your favorite black and white games in color!



'WWF ATTITUDE' 30 wrestlers, each with their own music, moves & abilities. Create your own wrestler using strength, endurance, moves & physical attributes. Use baseball bats, shovels & TVs as weapons to fight your way through several levels & modes. Join 7 buddies in a free for brawl King of the Ring as you cop an Attitude!

Acclaim (Sports)  
Release: 6/99

**\$46.99** PSX  
**\$66.99** N64 **\$28.99** CGB



'Pac-Man' Features our hero in a 3-D environment where he runs, eats, flies, jumps, swims, and rockets his way through over 30 levels. Includes the original dot-munching, ghost-chasing maze action, but this time in 3-D. Inky, Blinky, and Clyde, are still there, with a new cast of characters. Music and mazes from the classic, original Pac-Man game is also featured.

Namco (Strategy)  
Release: 6/99  
PSX

**\$44.99**





## Quest Maps, Multiplayer Tips

XG Strategy  
by Jim Mazurek

As most of you already know, Quake II is primarily played for its multiplayer support. With a PC following like no other game in its genre, Quake II has become the benchmark for which all other first-person shooters judge their merit. The console version offers plenty of the same multiplayer features as the PC. The only noticeable gameplay change was the removal of the "duck" command. While not being able to duck certainly won't hold you up in a deathmatch, certain little nooks 'n crannies in the one-player mode won't be there anymore. Of course, Id completely redesigned all of the levels for this version of Quake II—making it pretty tough to find anything that you remembered from the Quest Mode on the PC.

With a decent one-player game, and the best multiplayer mode to grace the N64 since GoldenEye, Quake II is a pleasant surprise indeed.

### Database

time to complete **15-20 hours**  
difficulty **moderate**  
weapon fave **'da railgun**  
multiplayer? **worth playing**  
the frag master **Dan Hsu**  
system **Nintendo 64**  
publisher **Activision**  
developer **Id Software**

# QUAKE II

## Enemy Information List

Once you've landed in their home system, it's very important to learn your enemies' strengths and weaknesses. We managed to send in scouts that retrieved key information on the Strogg forces, including pictures of what to expect. Many intelligence operatives died to bring us this information, so please make use of it...

### Light Guard

HP: 30 Weapon: Weak

Even in their large numbers, Light Guards never really put up much resistance. Save your precious ammo for the bigger fish...



### Gunner

HP: 300 Weapon: High

Armed with both a grenade launcher and a machine gun, these guys deal damage quickly. Exploit their delay before firing.



### Mutant

HP: 240 Weapon: High

The Mutants need to be taken out from a distance (their only weapon are fierce claws). The HyperBlaster works wonders...



### Shotgun Guard

HP: 45 Weapon: Avg.

A step up from the standard guards in both speed and intelligence. Drop 'em quickly, because they too travel in packs.



### Berserker

HP: 360 Weapon: Avg.

Easy to drop, but hard to stop. Berserkers will press you until you shut 'em down, so use Super Shotgun to keep 'em down.



### Flyer

HP: 80 Weapon: Avg.

Always in packs, Flyers are best fought with the Super Shotgun. Erratic movements can make for tough targets...



### Machine Gun Guard

HP: 60 Weapon: Avg.

Easily confused when in groups, often shooting each other by accident. Use this to your advantage by circle strafing or hiding.



### Iron Maiden

HP: 270 Weapon: High

Always mixed in with other types of guards, these chicks don't mind killing one of their own if they can take you out as well.



### Icarus

HP: 345 Weapon: Avg.

Slow to maneuver in the air, their only strength lies in the dual lasers mounted on their back. Spread weapons work well on them.



### Enforcer

HP: 150 Weapon: Avg.

Probably the most common of all the Strogg's troops, it's best to use smaller weapons on these slow-moving grunts.



### Gladiator

HP: 600 Weapon: Deadly

Armed with a Rail Gun, your reaction time needs to be near-perfect if you hope to duel with one of these mongrels. Strafe 'n shoot!



### Tank

HP: 1,500 Weapon: High

Use shelter combined with circle strafing and running backward for maximum effectiveness on the tanks.



## Munitions Breakdown

We also managed to gather up information on all of the weaponry that we found scattered around the Strogg complex. Don't just run around shooting everything you see, with little or no knowledge of what weapons you're using or when to use them. These tactics won't get you anywhere. Check out the damage numbers...



### Shotgun

Max Ammo: 100  
Damage (1 shot): 48  
Multiplayer: average  
Special: spread

Great for "in your face" destruction, the Shotgun is plentiful throughout the many zones in the complex. Try using the shotgun instead of its big brother when ammo conservation is at hand.



### Super Shotgun

Max Ammo: 100  
Damage (1 shot): 100  
Multiplayer: average  
Special: spread coverage

Great stopping power, as it usually knocks enemies right off their feet when used up close. Note that the spread pattern is never consistent from shot to shot (short barrel length).



### Machine Gun

Max Ammo: 200  
Damage (1 shot): 16  
Multiplayer: crappy  
Special: accuracy

Accurate, but weak. Try to use short controlled bursts to conserve ammo. This weapon can be great for spraying multiple enemies in Quest Mode, but laughed at in multiplayer.



### Chain Gun

Max Ammo: 200  
Damage (1 shot): 60  
Multiplayer: average  
Special: high firing rate

Using the same ammunition as the Machine Gun, the Chaingun spits out flak twice as fast. Its downfall is the long "spin-delay" before and after it fires.



### Grenade Launcher

Max Ammo: 50  
Damage (1 shot): 100  
Multiplayer: good  
Special: (ability) bounce

Shoot 'em, angle 'em and bounce 'em up and down the hallways like mad. Tough to control when fighting faster enemies, the Grenade Launcher is best used when camped out high on a perch.



### Rocket Launcher

Max Ammo: 50  
Damage (1 shot): 100  
Multiplayer: great  
Special: splash damage

The splash damage is unrivaled by everything but the BFG, it's best used when fired at the ground in front of opponents. Don't get "up and personal" with this weapon (splash damage).



### HyperBlaster

Max Ammo: 200  
Damage (1 shot): 90  
Multiplayer: excellent  
Special: low spin time

The HyperBlaster is one of the most desirable weapons in the game. Great for using up extra BFG ammunition when extreme overkill isn't necessary. Yeah, like that ever happens...



### Rail Gun

Max Ammo: 50  
Damage (1 shot): 100  
Multiplayer: excellent  
Special: pierces targets

The extremely slow firing rate and dead-on accuracy required by this gun might be too much to handle for most players. Lead your opponents, hoping they'll run right into the uranium trail.



### BFG 10K

Max Ammo: 200  
Damage (1 shot): 200  
Multiplayer: 'Da best!  
Special: splash damage

This is one big f@\*&'n gun! Ultimate splash damage makes this the "gun to grab" in multiplayer. You don't even have to directly connect with it to take advantage of this gun's power.





# Multiplayer Tactics



You wouldn't attend a college taught by only one instructor, so why read a multiplayer strategy written by only one editor? This month, Johnny McFrag gathered up the most notorious Quake II players from around the ZD offices and forced each of them to write a column. Notice any similarities to your playing style? Are you a camper, or maybe even a sniper? Be like Johnny and play as a hybrid cross between all of the playing styles listed below!

## Pretty Fly for an Art Guy!

- by Andrew Burwell
- *Electronic Gaming Monthly*

Being an art director, I usually don't get credit for my game skills, but I can honestly say I excel at Quake II. First off, you really have to learn the levels, and get your control down. Being able to turn 180 degrees and circle strafing are key techniques to master. Next, find out where the Rocket Launcher and red armor are hiding. Head straight into battle firing rockets at your opponents' feet—the splash damage will deplete their energy nearly as much as a direct hit. Don't worry about getting fragged, 'cause you don't lose points for it, and you can respawn and head back to battle.

## Running Backward

If you are taking a beating, don't run away. **Make your character run backward** as your opponent chases you down. Instead of being entirely vulnerable, you can now throw some hot lead at your enemies while running from them. Sometimes doing this will scare the other player into retreating themselves, whether it be to get more health, or 'cause they're out of ammo.

## Pickin' Up The Scraps

To clean up the scraps, let two or three other characters pound on each other until they're all almost dead. Then, **pop in the room and get two or three quick kills!** The funny thing is, if you do it covertly enough, the other characters will be too busy worrying about each other to even notice your position.

## Get the Goodies, Silly!

I can't stress how much this helps. Grabbing the Quad Damage and Invisibility (when they're available) makes you the man to be reckoned with out on the field. Note their positions and guard them well.

## Jealous of my Style?

- by Mark MacDonald
- *Official PlayStation Mag.*

Although I'm mostly known for my talents on the PC versions of Quake, I do have some tips that apply to the N64 version as well. First of all, get accustomed to the N64 controller—you need to be able to pull 180s, circle-strafe, and run backward while holding off enemies. Next, know the levels. Know where the armor, better weapons and especially quad and invincibility are; try to time these so you can get them each time they respawn. When you grab these items you not only help yourself, but you keep your opponents from getting them as well (even better!).

## Dealing With Control

There is an ongoing dispute about which control style is better, classic GoldenEye or utilitarian Turok. There are a few key things you should know. Turok style boasts better control of your crosshairs. Controlling them with the Analog stick makes it much easier to add finesse to your shots. If you opt for the GoldenEye setup, you won't be too excited. Everything's the same, but you'll have to do without the "crosshair-aiming mode."

## Commando-Style Rushing

When playing Flag Wars, **don't run in the opponent's base with guns blazing.** Try to coordinate some sort of attack that makes sense tactically. One guy gets his HyperBlaster ready, while the other player has the Grenade Launcher ready to rock. It's almost common sense, yet most players neglect to use it.

## Comms 101

**You must communicate with your teammate.** Whether it be before the battle to discuss the "plan," or during the battle to let each other know what's going on. Try applying this during Flag Wars, which would be utter chaos without it. Teammates could simply state their position to you, saving you time and much confusion.

## Item Pop Up

Here's a cool one that you'll probably learn subconsciously after you play for a while. When picking up a weapon or item, it won't pop back up for **exactly 30 seconds.** Helpful if you plan on guarding some of the better items.

## Guarding Precious Items

Referred to as "Camping" by most snot-nosed players around here, this happens to be as fun as it is legal. **Hovering around the powerful weapons** is a great way to ensure no one else gets 'em, right? You can simply do "loops" around certain areas while staying within seconds of your guarded item (Quad Damage, RailGun). It is as annoying as it is effective.

## Looping, Circle Strafing

What will become second nature after playing a few first-person shooting games, circle-strafing and looping are two key techniques. To **loop** would be to constantly move from point A to point B, and then back again. Pick out a few good paths on the map (ones that have a lot of goodies in them), then loop 'em. Only veer off if intercepted by a group of angry players (it will happen). **Circle Strafing** works when you get into a heated duel with someone else. Instead of just strafing from side to side, circle your opponent with the Strafe buttons. You'll get better results if you switch your direction periodically.

## Come Get Some!

- by Crispin Boyer
- *Electronic Gaming Monthly*

I got a few things I do right from the get-go, before I even think about slingin' lead in the arena. First, I set my joypad sensitivity almost as low as it can go (the N64 controller seems too touchy for this game). Then, I run through the levels solo and learn the maps, learn the maps, learn the maps. I can't stress how important it is to figure out the arena layouts and memorize locations of the armor, BFG and quad and invisibility power-ups. As far as weapons, I prefer the shotgun. It's got a nice spread, and you can't beat its point-blank fire-power. Ka-pow!

## Eyeing The Enemy's Screens

As simple as it sounds, many players neglect the use of this tactic. Try to watch where other players are getting their goodies if playing on a new level. It gets a little confusing when playing with four people, so you'll need to get proficient at it. It works wonders when playing with campers and snipers, so implement this tactic early and get used to it.

## Never Sit Still

It's good to get a little frantic while playing Quake II. You'll be keeping opponents on their toes, while keeping a nice supply of weapons and health flowing in, too. Characters who continually move seem to be better in heated duels as well, as their strafing skills tend to be a bit better than those who just trounce around casually. **You should only hide if your health is dangerously low or you have sucky weapons.**

## Learn The Levels Well

This one is common sense, but its importance is often overlooked. Whether you're playing against seasoned pros, or casual gamers, **knowing the nooks and crannies of the levels** never fails to add to your advantage.

## The King of Quake II

- by Dan "Shoe" Hsu
- *Electronic Gaming Monthly*

I'm a bit head strong, so I like to charge right into battle. I don't camp and I don't snipe (in fact, I detest campers and snipers). Before I do that, however, I need to find a grenade launcher or better. If I have anything less, I keep looking...even if someone's shooting me in the back (I don't engage unless I have the weapon I want). The abundant BFGs are nice—just make sure to shoot it way ahead of the moving target. Rocket launchers rule as well. Try backing away from an opponent and shooting the floor as he or she runs at you.



# 1-2

## 1

Shotgun, Super Shotgun, Jacket Armor

- Grab the Shotgun, then proceed to get the armor and shells underneath the bridge in the second room **1**.
- Smoke these guards with your blaster pistol to save ammo, then climb up on the ledge **2**, and jump over to get the Invisibility icon.

- Destroy the barrels and grab the armor in the next room.
- Hop down below the ladder **3**, and shoot the wall. Behold the Super Shotgun!
- Proceed to the exit, downing the last few guards along the way.



**Stand by this ledge and wait for the scooper to rise up. Hop on it, and proceed over the boxes to grab the invisibility.**



2

Machine Gun, Explosives, Combat Armor

- Clear out the first room with your Shotgun, then climb the boxes and jump over to grab the Combat Armor.
- Move on toward the center of the level, and blast the barrels

- Grab the explosives after riding up the elevator, then head back to the main hallway **1**. Hike over the blue bridge, then plant your explosives on the computer.
- Flip the final switch in the adjacent room, then head back to the blue door in the beginning of the level to exit.



**You'll have five seconds to get to a minimum safe distance after setting the explosive charge.**





# Missions



## 3-4

### Intelligence Center 3 Mission

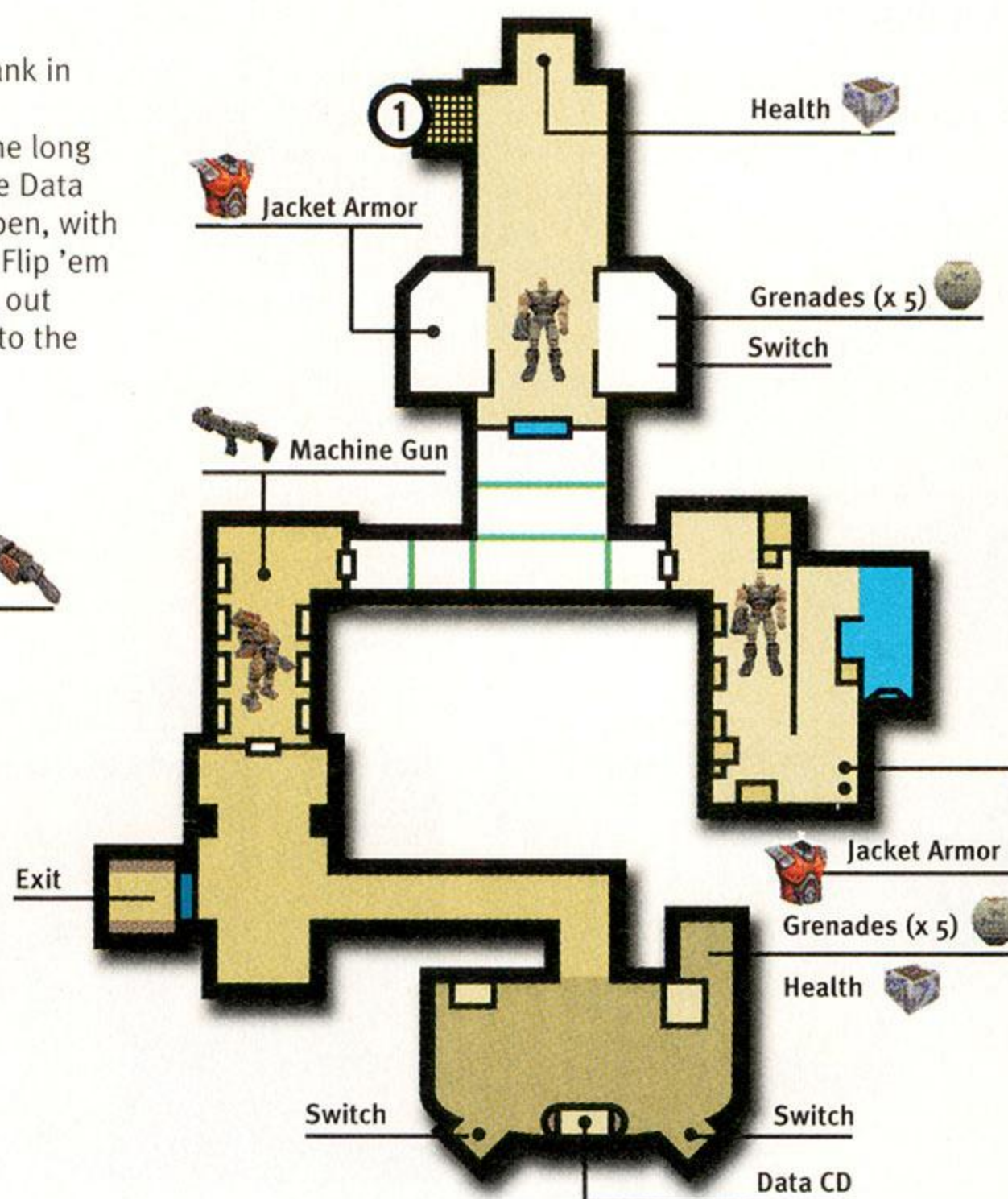
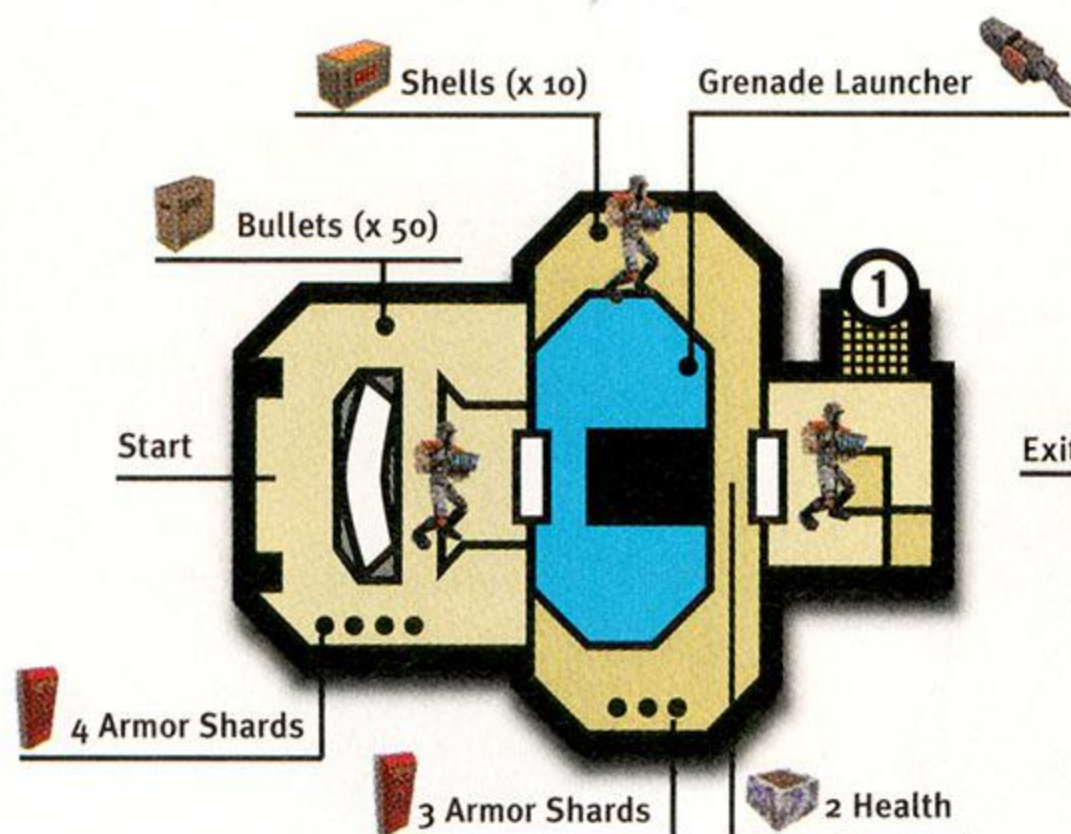
Grenade Launcher, Combat Armor, CD

Key Items

#### Level Objectives

- Take the elevator down ①, and hit the switch to open up the main hallway.
- Avoid the green beams with timing (they shut off), then proceed left and flip the switch at the end of the tunnel.
- Get back through the

- beams, and kill the Tank in the next room.
- Continue through the long passage, and grab the Data CD. Two rooms will open, with a switch in each one. Flip 'em both, then head back out through the passage to the blue exit door.



When fighting the Tank, use a mixture of Grenades and Machine Gun rounds for maximum effectiveness.



You'll be ambushed by three Enforcers when you grab the data CD, so load up your Super Shotgun.

### Communications Center 4 Mission

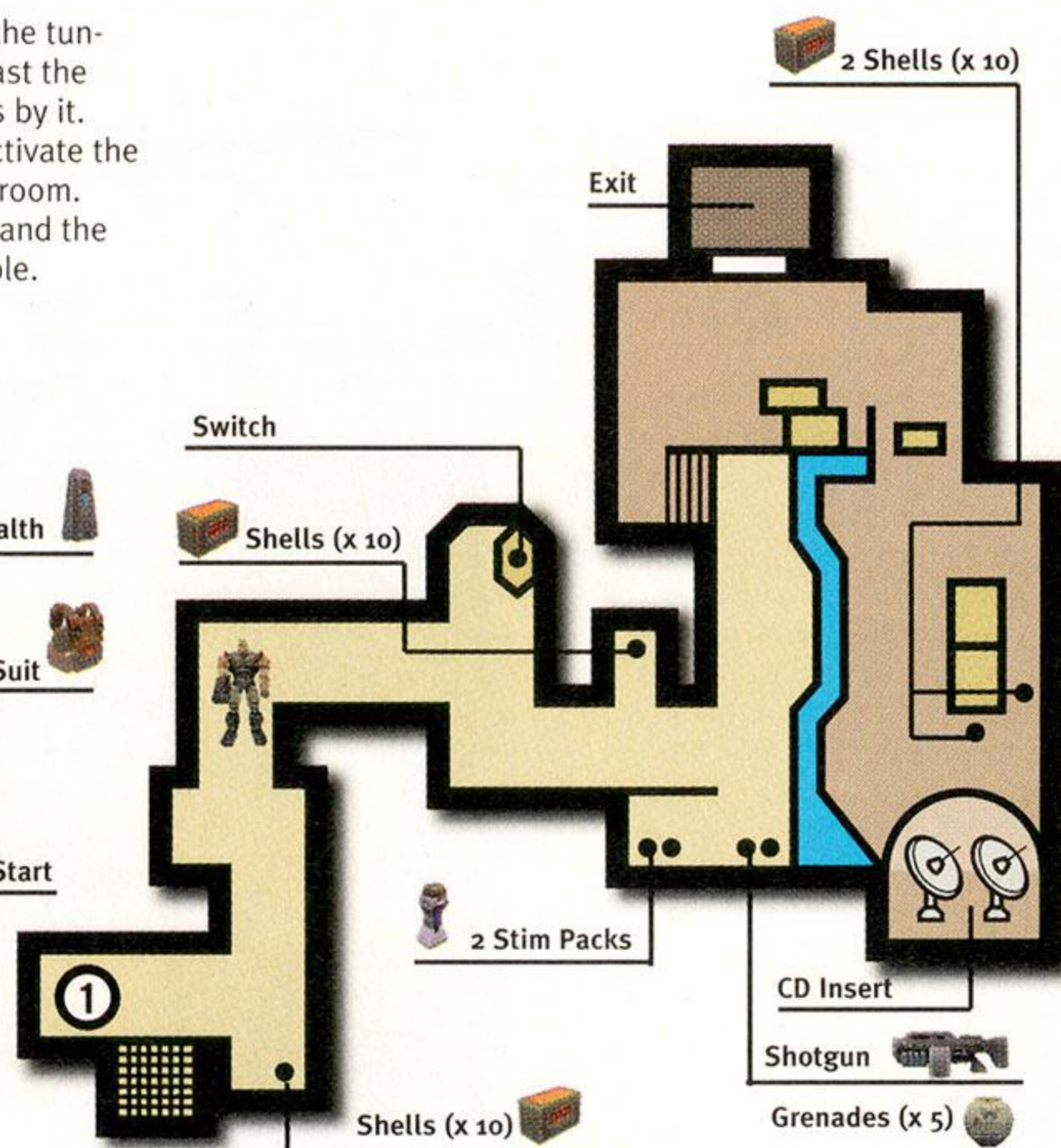
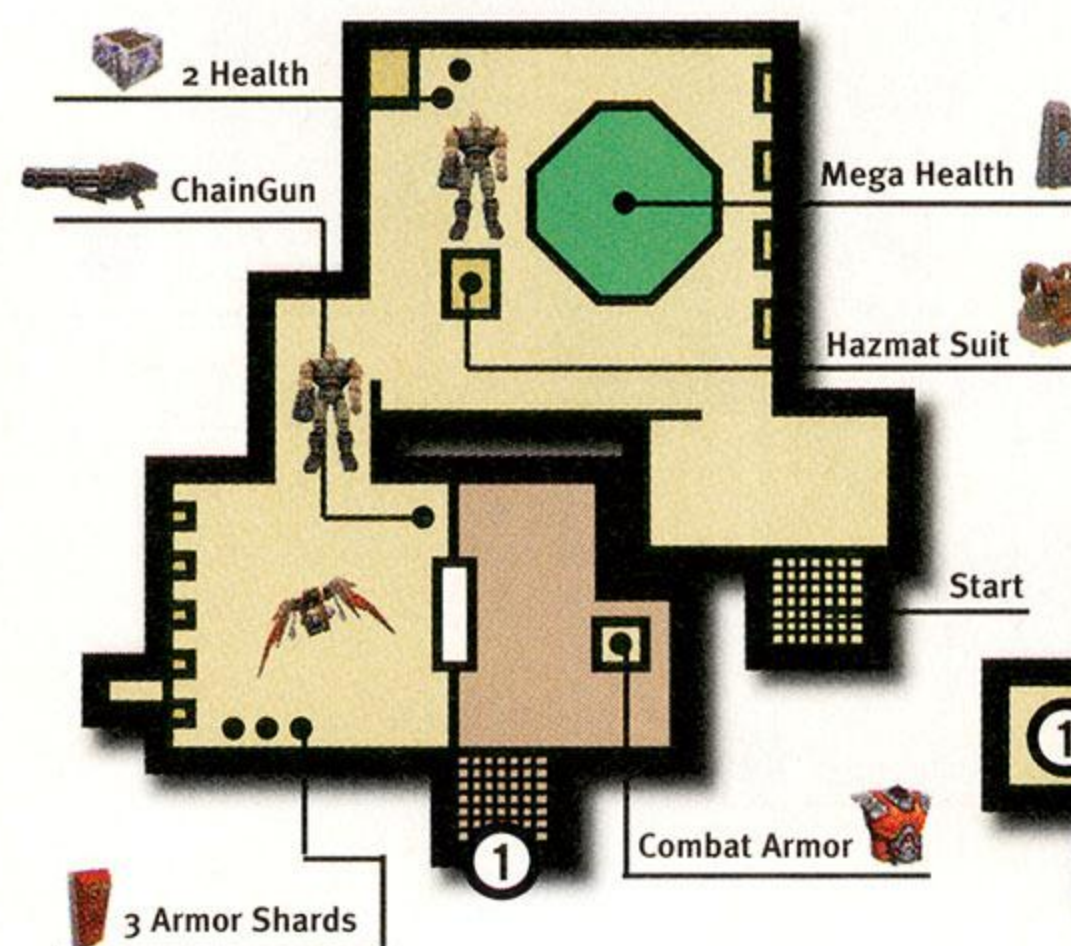
Mega Health, ChainGun, Combat Armor

Key Items

#### Level Objectives

- Work your way into the second room, and shoot the button on the side of the staircase to open the room with the silencer. Grab the Shards, Armor and ChainGun before heading to the elevator.

- Proceed through the tunnels, but stop to blast the wall with the sparks by it. Flip the switch to activate the door to the comms room. Insert the Data CD, and the exit will be accessible.



To get the Mega Health, you'll need to first grab the Hazmat Suit from the balcony above by sliding off (don't jump).



Place the Data CD into the comms computer, then proceed back to the previous room to exit.



## Mission 5 Orbital Defense

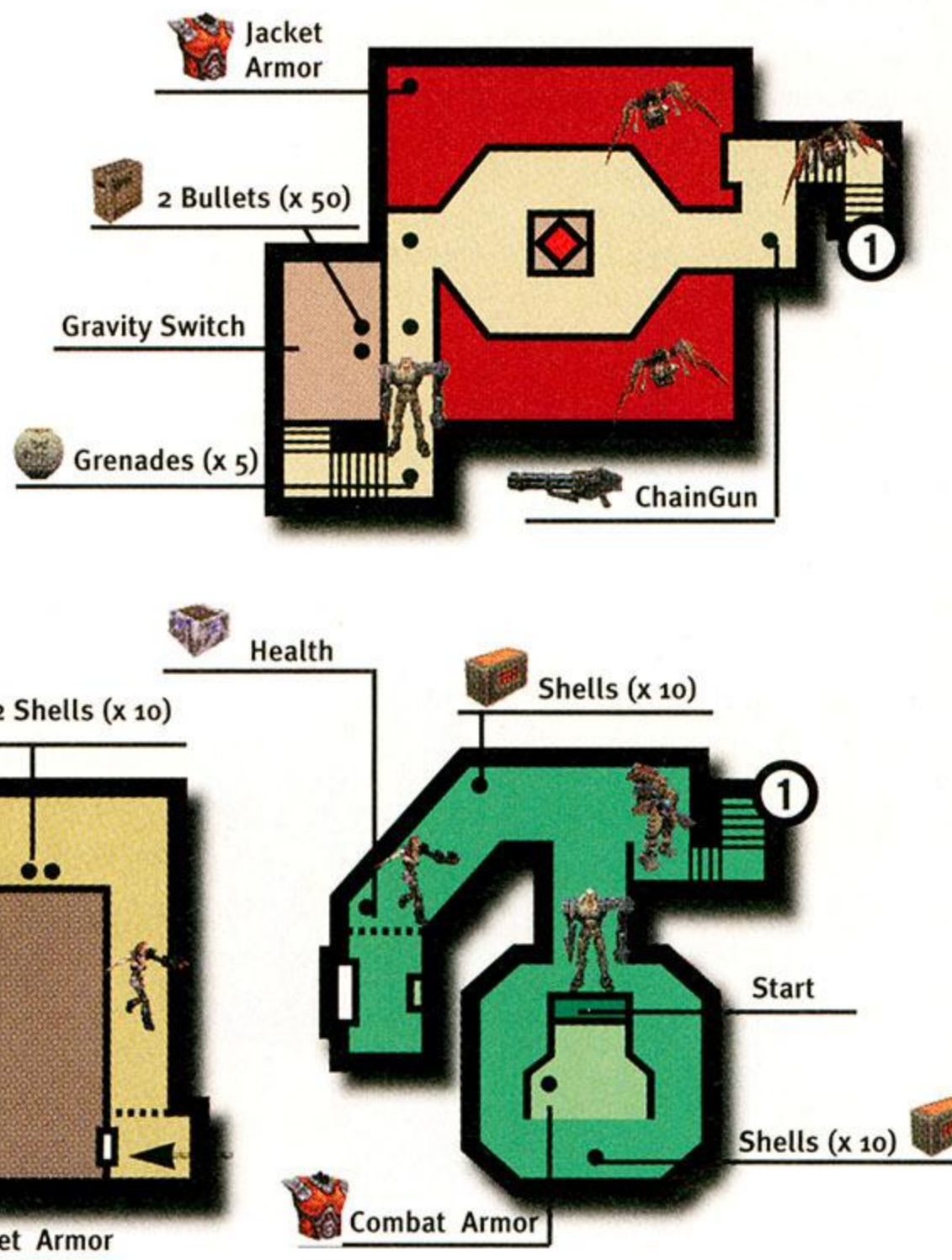
Key Items

Explosives, lots o' armor

### Level Objectives

- The key is to get out of this level with an abundance of extra health and armor. To do this, you'll need to expend many grenades on the Tanks. Strafe 'n shoot when fighting them, but make sure to lob the grenades at the floor as you do this. If you don't, they tend to whiz right past enemies without causing any damage.

- Work your way up to the anti-gravity switch first, then make the long jump across the fire chasm.
- Once across, you'll need to infiltrate the explosives room and grab the charges.
- Run back to the room where the spaceship took off, and grab all the goodies before hopping to the blue exit door. Move north to find the blue exit door open.



When fighting Iron Maidens, get in their face and unload with a fast weapon like the ChainGun.



Remember that this jump can't be made until the gravity is turned off (your jumping ability near quadruples).

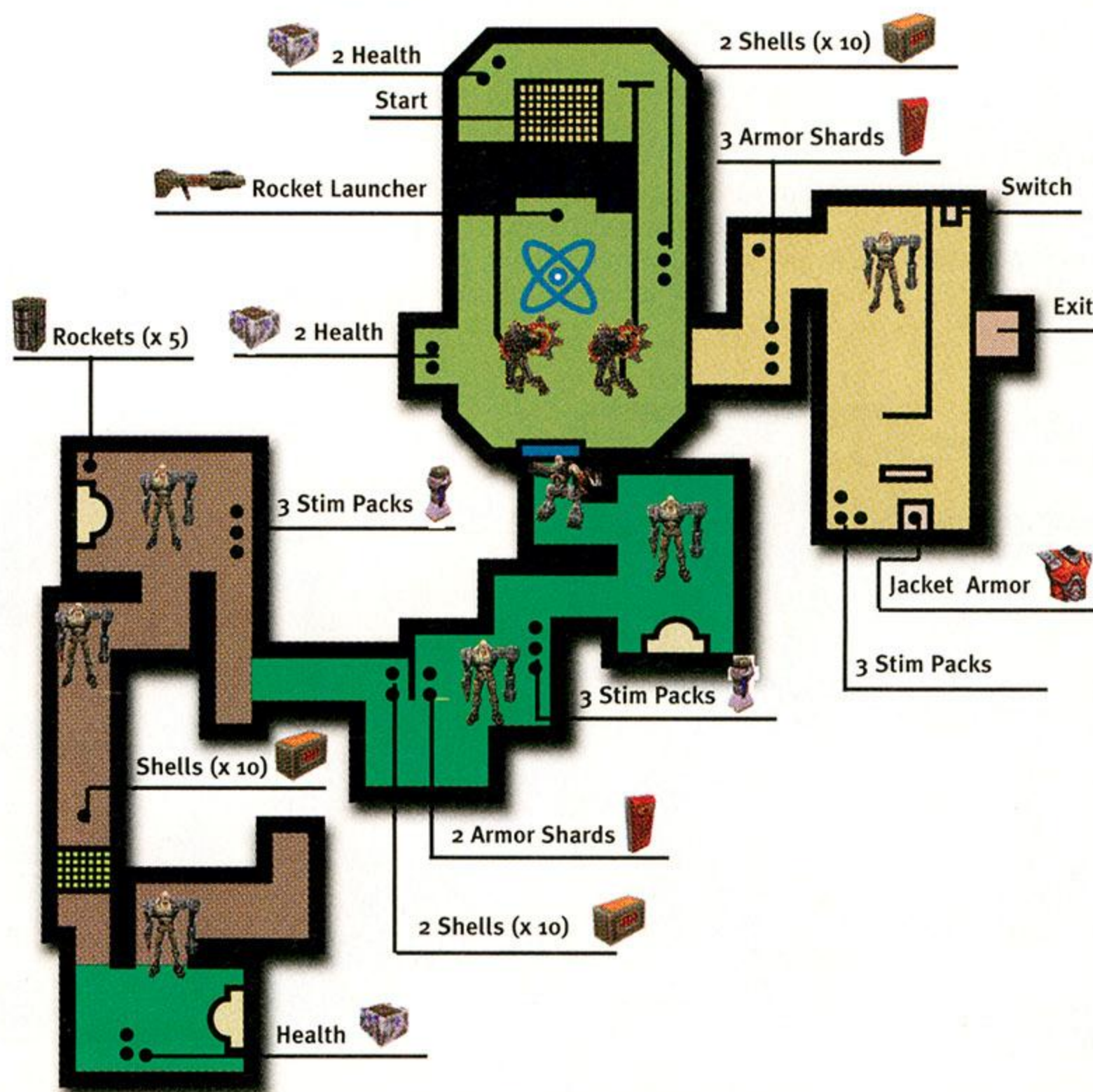
## Mission 6 Docking Station

Key Items

Rocket Launcher, Armor

### Level Objectives

- Many Icarus will be hovering around the main room, so make sure to deal with them one by one before proceeding. The ChainGun works especially well because of their overly frantic movement.
- As you progress through the next few rooms, plant all three explosives on the generators.
- You'll have only 90 seconds to escape after the final charge is set, so use the map to plot the quickest course to the exit (90 seconds is plenty of time, dependent upon how quickly you deal with the enemies guarding the exit). There are a few enemies in the last room guarding the door, but nothing that should take more than 10 seconds to drop...



The first two generators are heavily guarded by hordes of Berserkers, so keep the Super Shotgun handy.



Clear out the next few rooms before planting your explosives on the third and final generator (you'll only have 90 seconds to reach the exit from here).





# Missions



## 7-8

### Strogg Freighter

Blue Key, RailGun, Armor

### 7

### Mission

Key Items



This switch won't be visible until you flip the two opposing switches on the sides of the room.



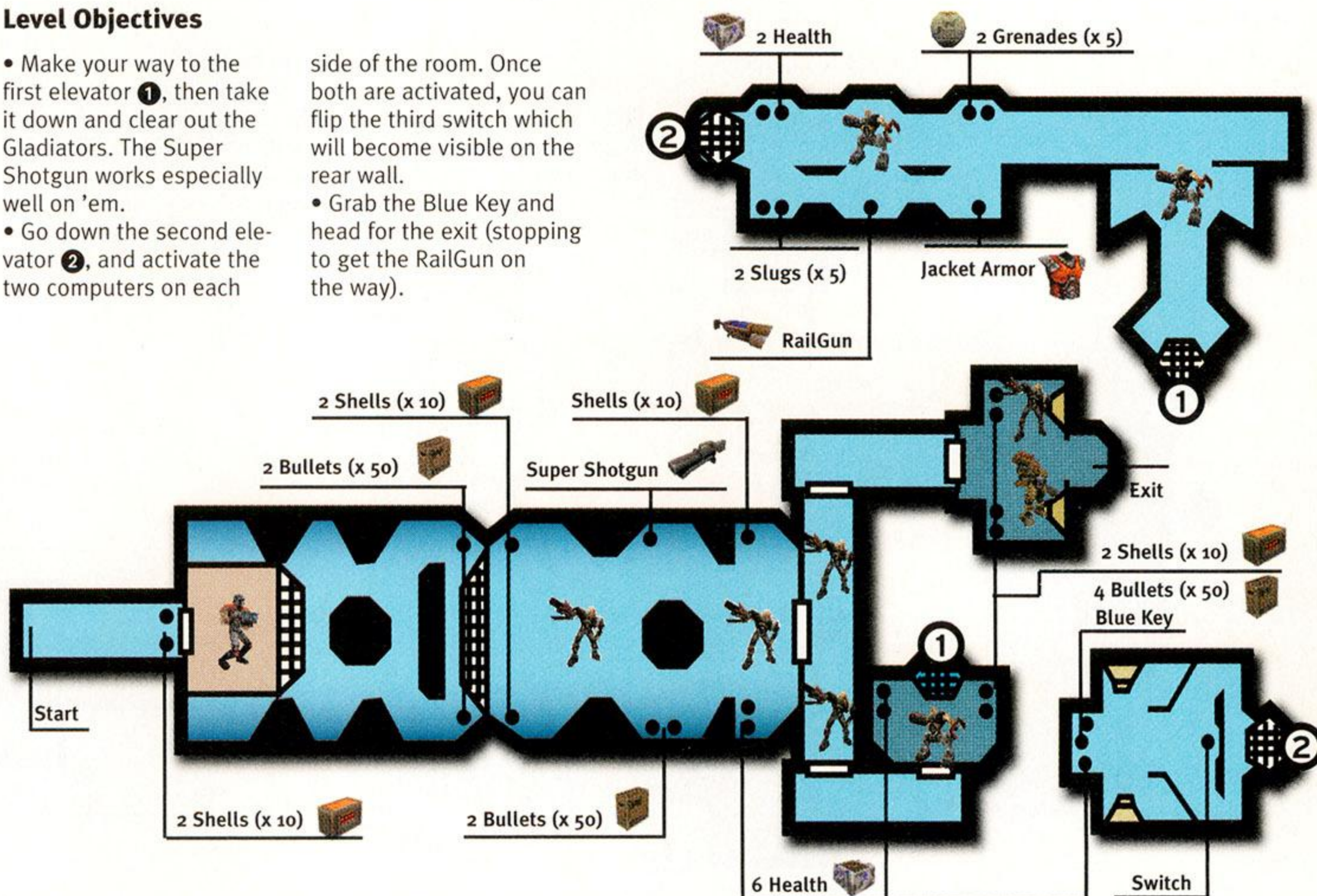
Equip the RailGun when entering the final room. There will be multiple enemies that it can easily pierce through.

#### Level Objectives

- Make your way to the first elevator ①, then take it down and clear out the Gladiators. The Super Shotgun works especially well on 'em.
- Go down the second elevator ②, and activate the two computers on each

side of the room. Once both are activated, you can flip the third switch which will become visible on the rear wall.

- Grab the Blue Key and head for the exit (stopping to get the RailGun on the way).



### Cargo Bay

Red Key, HyperBlaster, Invisibility, Armor

### 8

### Mission

Key Items



Rotate the wheel over to the left of the hatch for access. Can you believe that people actually get stuck here?



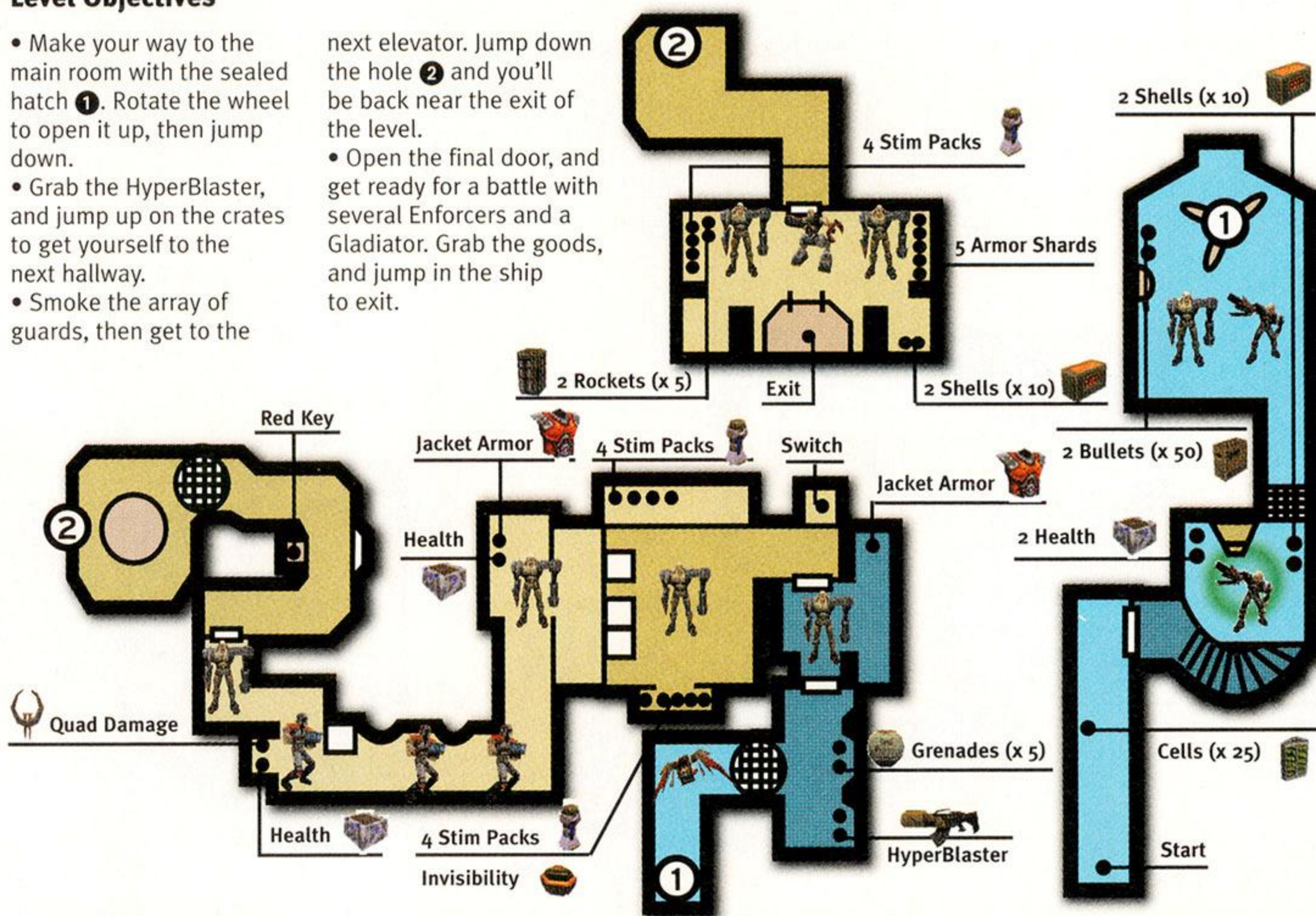
Jump behind one of the crates on the escalator to reveal a hidden suit of Combat Armor.

#### Level Objectives

- Make your way to the main room with the sealed hatch ①. Rotate the wheel to open it up, then jump down.
- Grab the HyperBlaster, and jump up on the crates to get yourself to the next hallway.
- Smoke the array of guards, then get to the

next elevator. Jump down the hole ② and you'll be back near the exit of the level.

- Open the final door, and get ready for a battle with several Enforcers and a Gladiator. Grab the goods, and jump in the ship to exit.





# Missions 9-10



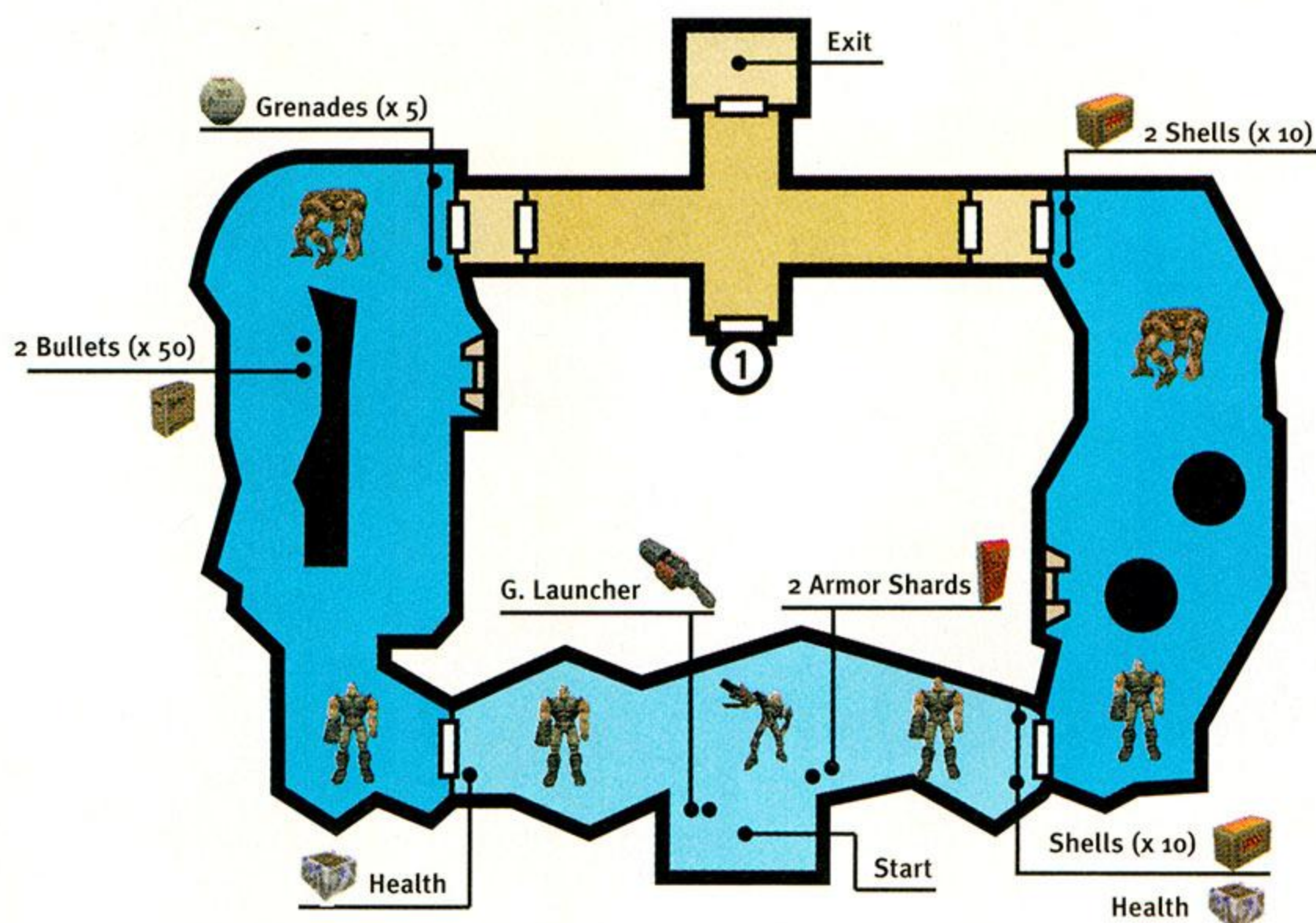
## Mission 9 Zaxite Mines

Key Items

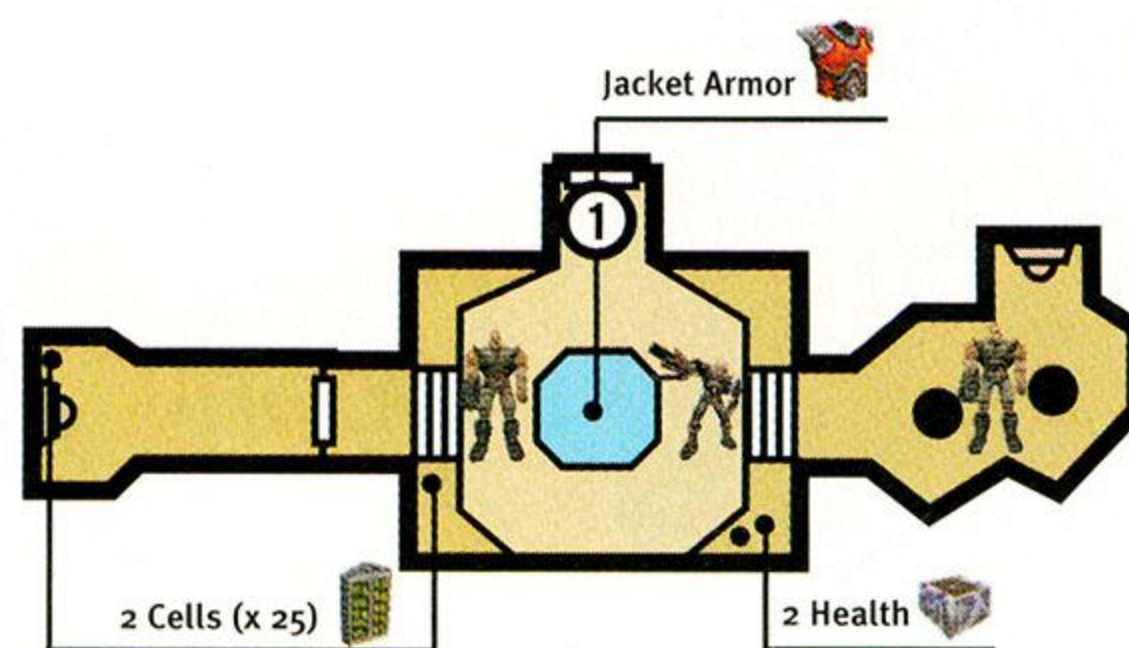
Armor, Cells

### Level Objectives

- Don't hop off the ledge right away. Start lobbing grenades to pulverize the cretans that reside there.
- Continue to both the right and left sides to flip the respective switches. After both of them are hit, the Control Room door will be open ①.
- Go upstairs and turn off the Quarantine Fields first (left switch), then proceed to turn off the GeoControl (right switch).
- Once both are turned on, the exit door will open, but it will be heavily guarded by Mutants. The Super Shotgun or Grenade Launcher both work well against them.



Remember: Mutants + close range = DANGER! Keep them at bay with the RailGun (it tends to knock them back if it connects).



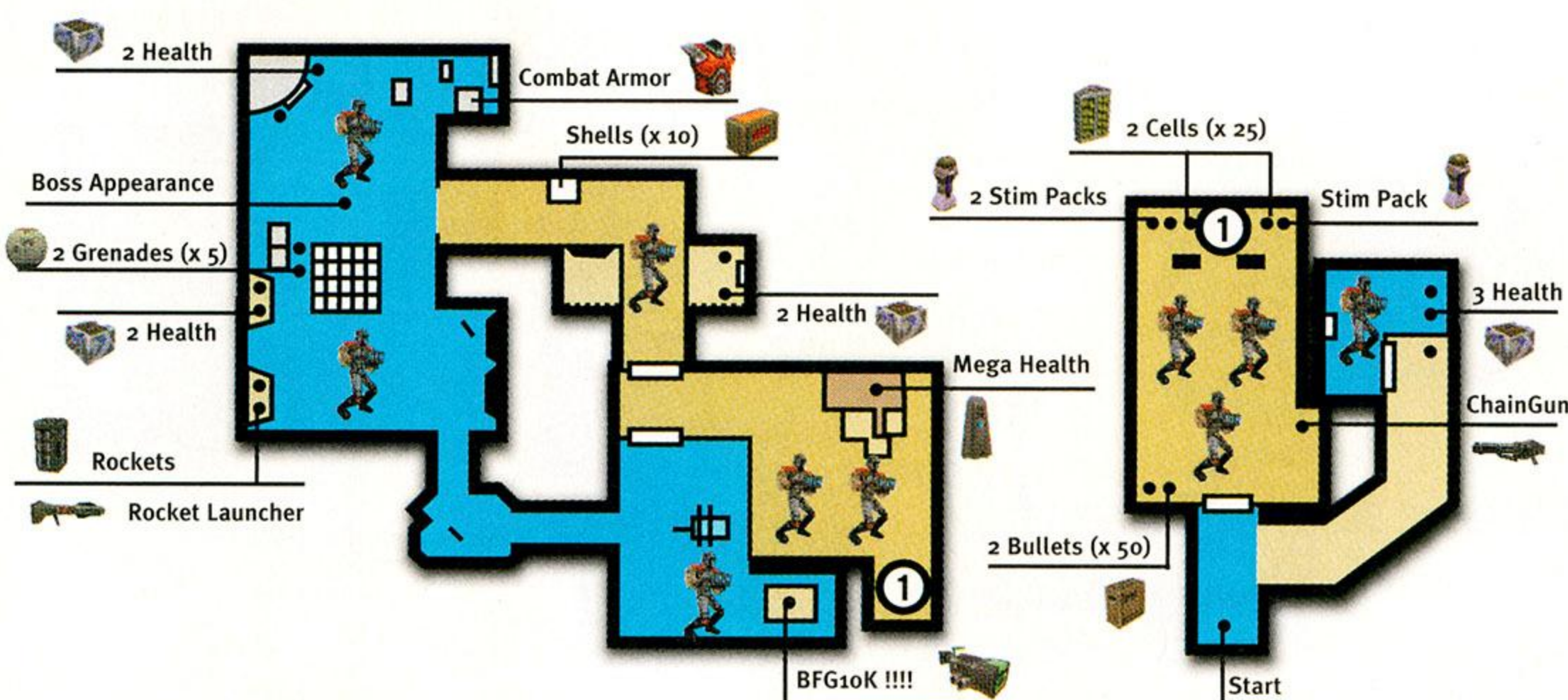
## Mission 10 Storage Facility

Key Items

BFG10K, Armor, Mega Health

### Level Objectives

- Hit the switch to activate the teleporter to the second section. Blast past the guards, then hop into the teleporter ①.
- Wait for the crane to drop the reactive crate in front of the door, then blast it to clear out a passage. Run through and activate the laser through the next passage.
- Don't miss the BFG hidden within the crates. After grabbing it, head back around to re-enter the main door.
- Have your BFG equipped before turning on the reflective mirrors. When the Tank rises up, let a few charges fly before he gets a chance to react!



Looking for the BFG? Try shooting the black crate below the solid ones to lower the entrance height. Don't miss the cells either!



Mega Tank HP...2,500 Circle strafe around the grate while unloading with the BFG10K. This is why you saved your ammo...





# Missions



# 11-12

## Organic Storage

Quad Damage, Adrenaline, Lots o' Armor

## 11 Mission

Key Items



This awkward box is the key to grabbing the the Quad Damage and Armor in the first room.



To get this C. Armor, you'll need to scale the boxes to the opposite side, then leap over the gap to this ledge.

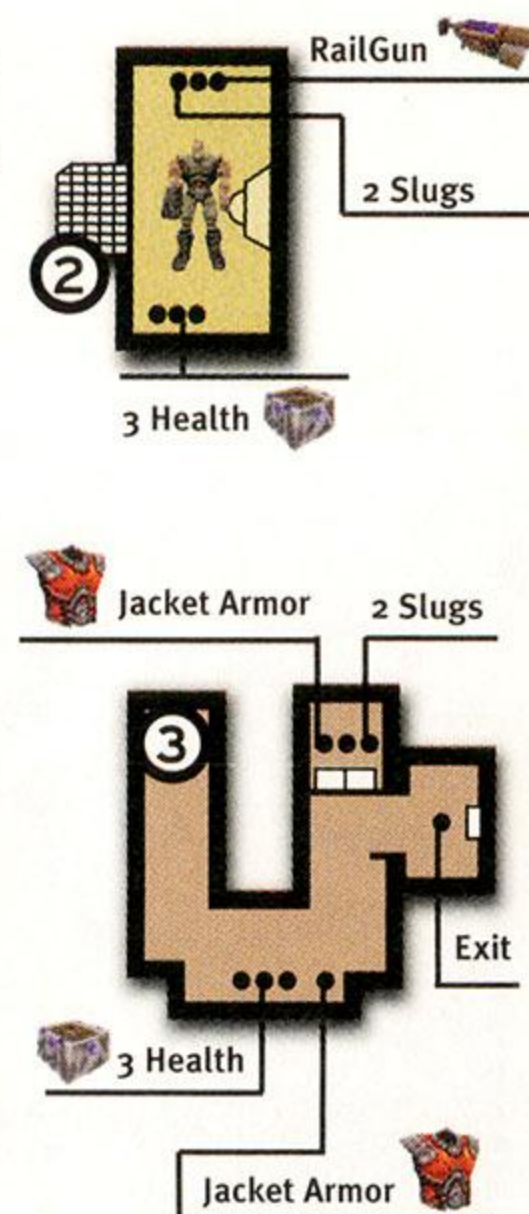
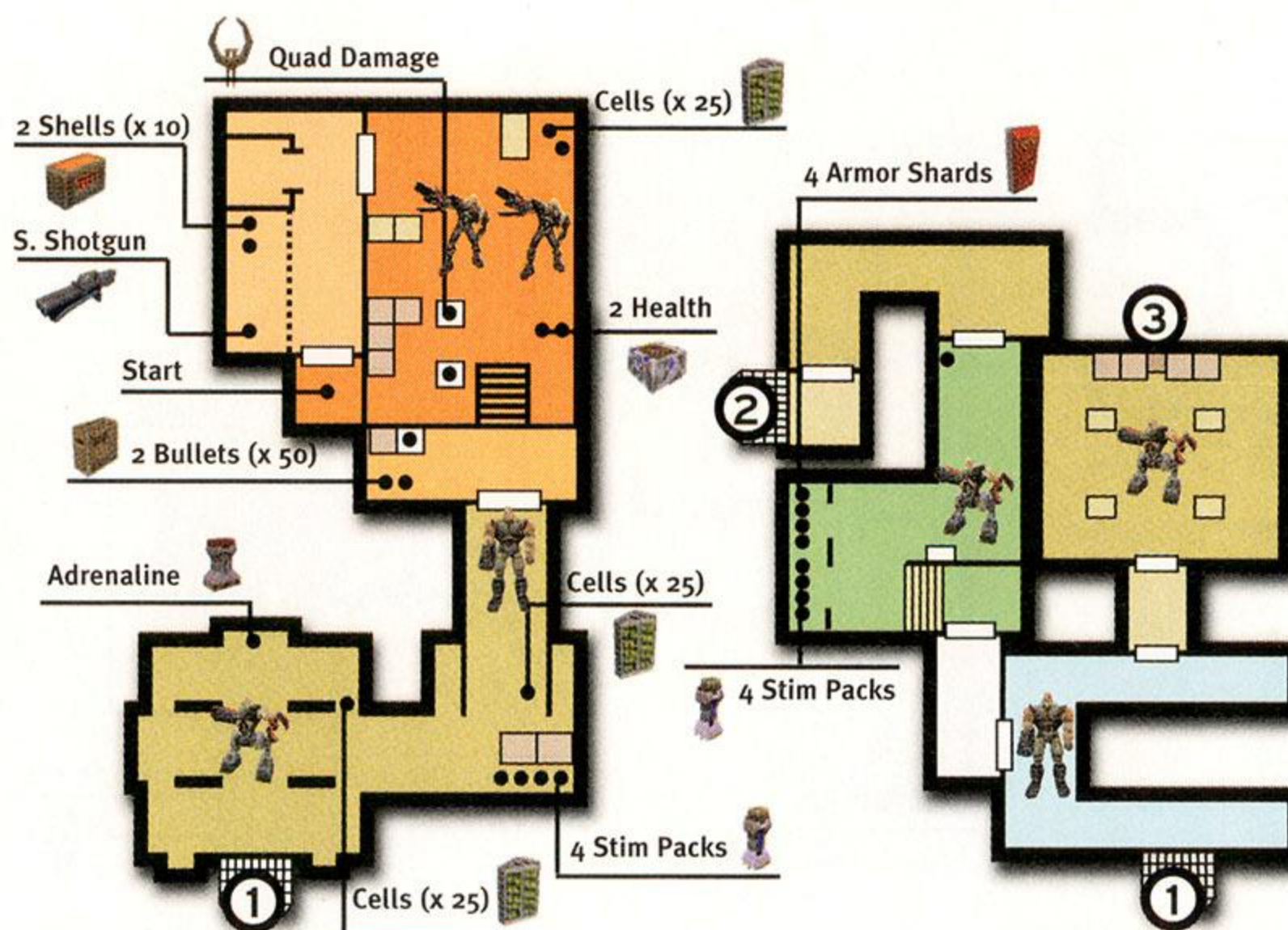
### Level Objectives

- Touch the door of the cargo truck to access some extra shells, then move toward the second room.
- Grab the Quad Damage, then head to the first elevator

tor ①, blasting as much as you can along the way.

- Head toward the second ② elevator, flip the switch and double back. Go around to the final room full of boxes

- ③, and climb up top to find the exit door. Don't forget to grab the armor and Slugs located on the opposite side before leaving.



## Processing Center

Yellow Key, Blue Key, Jacket Armor

## 12 Mission

Key Items



When jumping on the belt, it's easy to overestimate the distance. Try looking down as you jump for better sight.



To help traverse the boxes, try flipping this blue switch. It activates the lift, which gives you a platform to jump from.

### Level Objectives

- Clear out the first room with your ChainGun, or Super Shotgun—it doesn't matter. Conservation of ammo should be key from here on

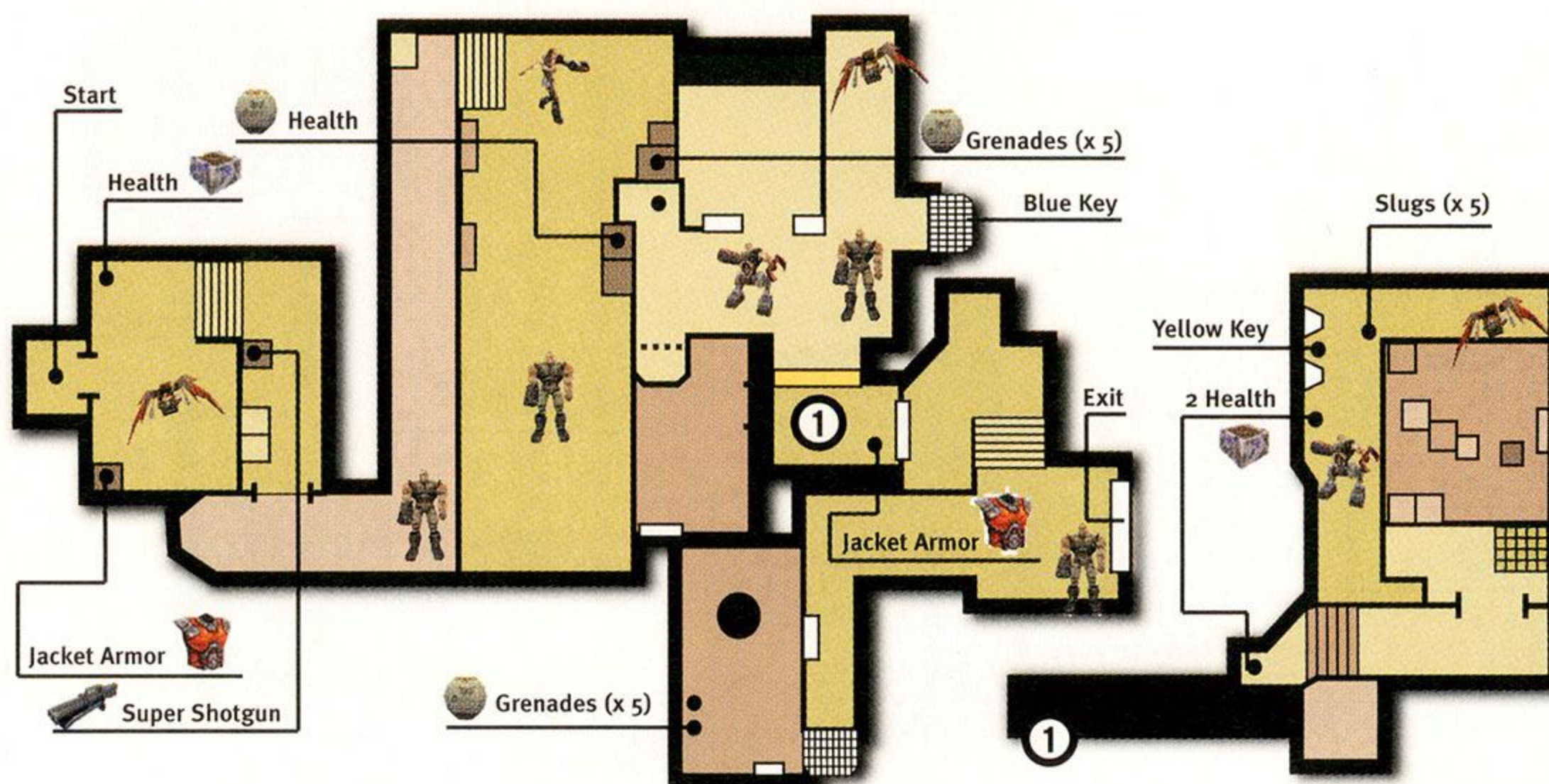
in, so try using the ammo that is abundant to the respective level.

- Take the "moving belt" ① to the room with the Yellow

Key, drop the Gladiator with your RailGun, and move on.

- Head back to the upper tier of the last room, and take the Blue Key from the Gladiator.

- Jump back on the "moving belt," and run back up to the blue door to exit the level.







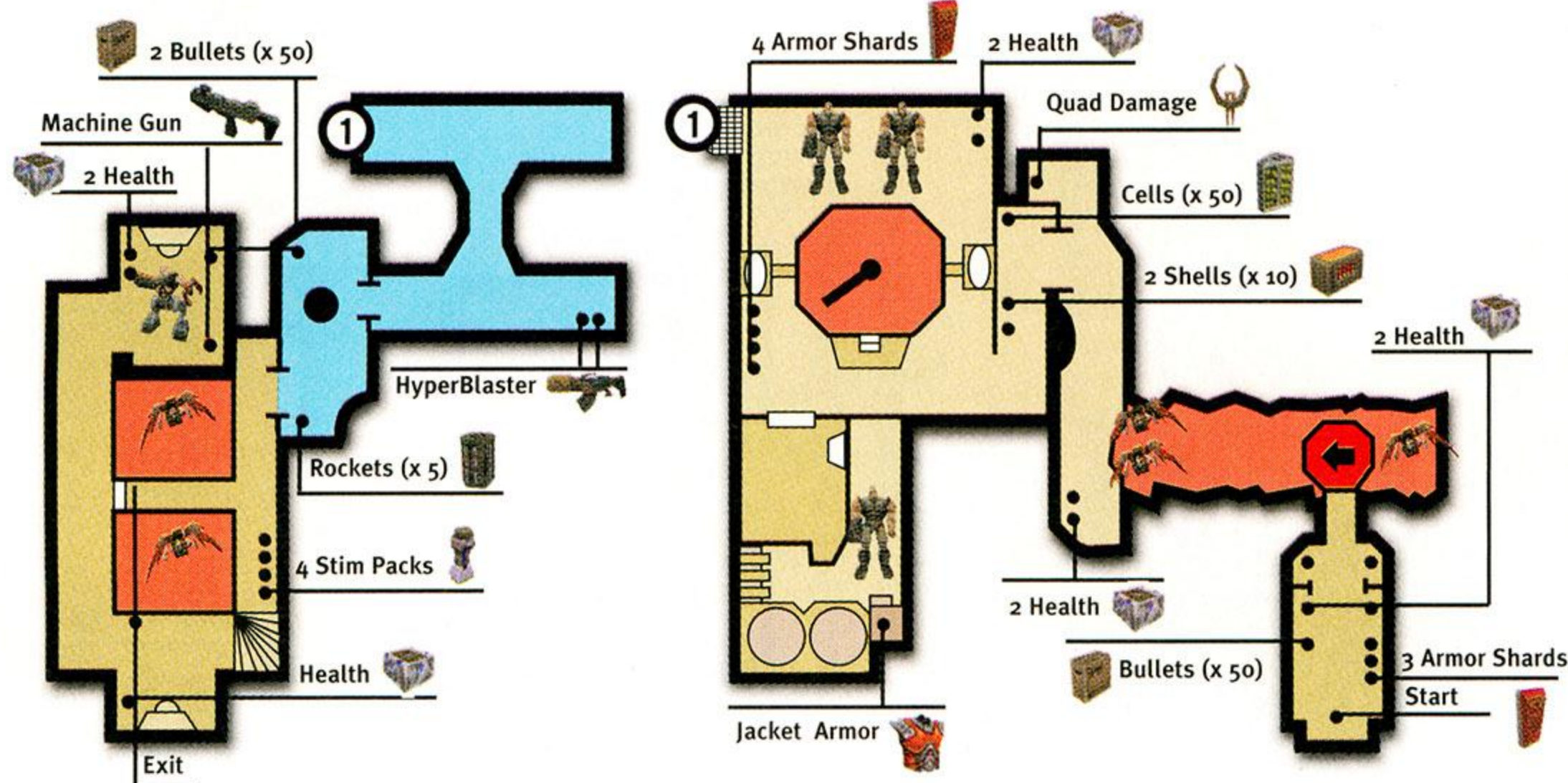
## Mission 13 Geothermal Station

**Key Items**

Jacket Armor, Quad Damage

### Level Objectives

- Try to take out the Flyers before jumping onto the moving platform. Fire 5-8 rockets down the tunnel and you'll have a pretty good chance of getting 'em.
- Grab the Quad Damage and storm into the main boiler room, taking out the trash as you progress.
- Go down the ladder and get through the pistons and up the second ladder. Flip the switch to open up the main door. Jump on the swivel to cross the fire lake, then head up the elevator ①.
- Make your way through the second hallway, and flip the final switch at the end of the hallway.
- After the final switch, you need to run over to the blue bridge and exit the level.



You'll need to jump as the piston heads down if you want to make it across without being flattened.



This small ledge will spin around the center of the lava pit after activating the main pump.

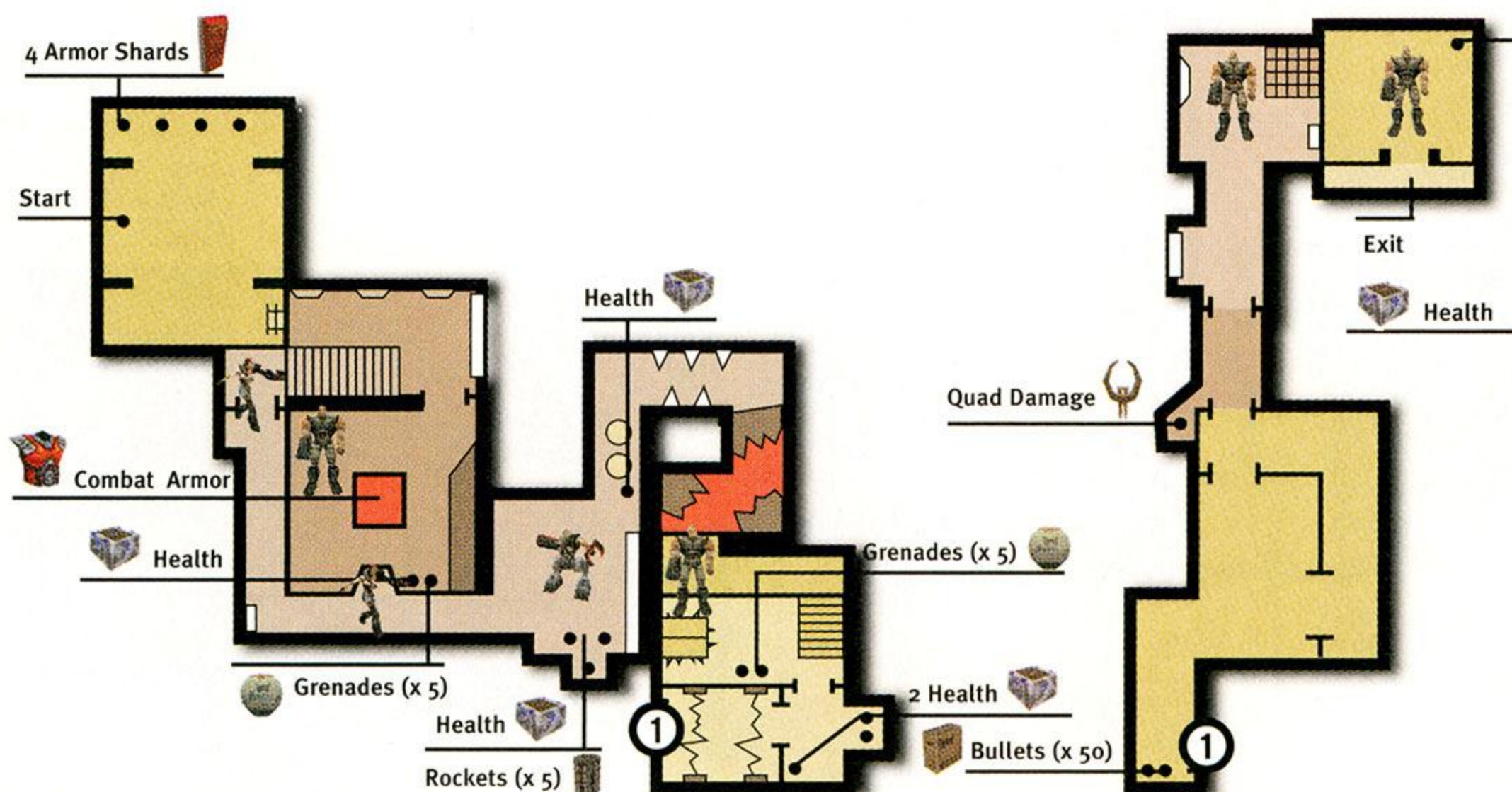
## Mission 14 Detention Center

**Key Items**

Combat Armor, Quad Damage

### Level Objectives

- Head up the first ladder to the right, then up the following flight of stairs. Flip the switch up top turning off the protective field.
- Head back down and kill the Enforcer for the Yellow key, then back up the stairs to open the previously locked Yellow door.
- Get through the obstacle course with ease (just press forward!), then jump over the lava using the corners of broken glass as platforms. They break, so act quickly!
- Run through the electricity fields ①, and blow a hole through the wall (clearly marked with the large crack) for passage to the final area.
- Continue through the final tunnel, and jump on the moving belt to exit the level.



You can either send this cell into the lava via the switch, or simply blast the few lurkers inside and grab the Combat Armor.



Grab the rockets inside this little secret room behind the wounded prisoners. The switch is on the ceiling.





# Missions



# 15-16

## Research Lab

Red Key, Armor, Cells

## 15 Mission

Key Items



Blast the wall behind the Gladiator holding the Red Key. There's a secret room with some Combat Armor inside.



This hallway fills up with lava relatively fast, so blast out the window and jump through hastily!

### Level Objectives

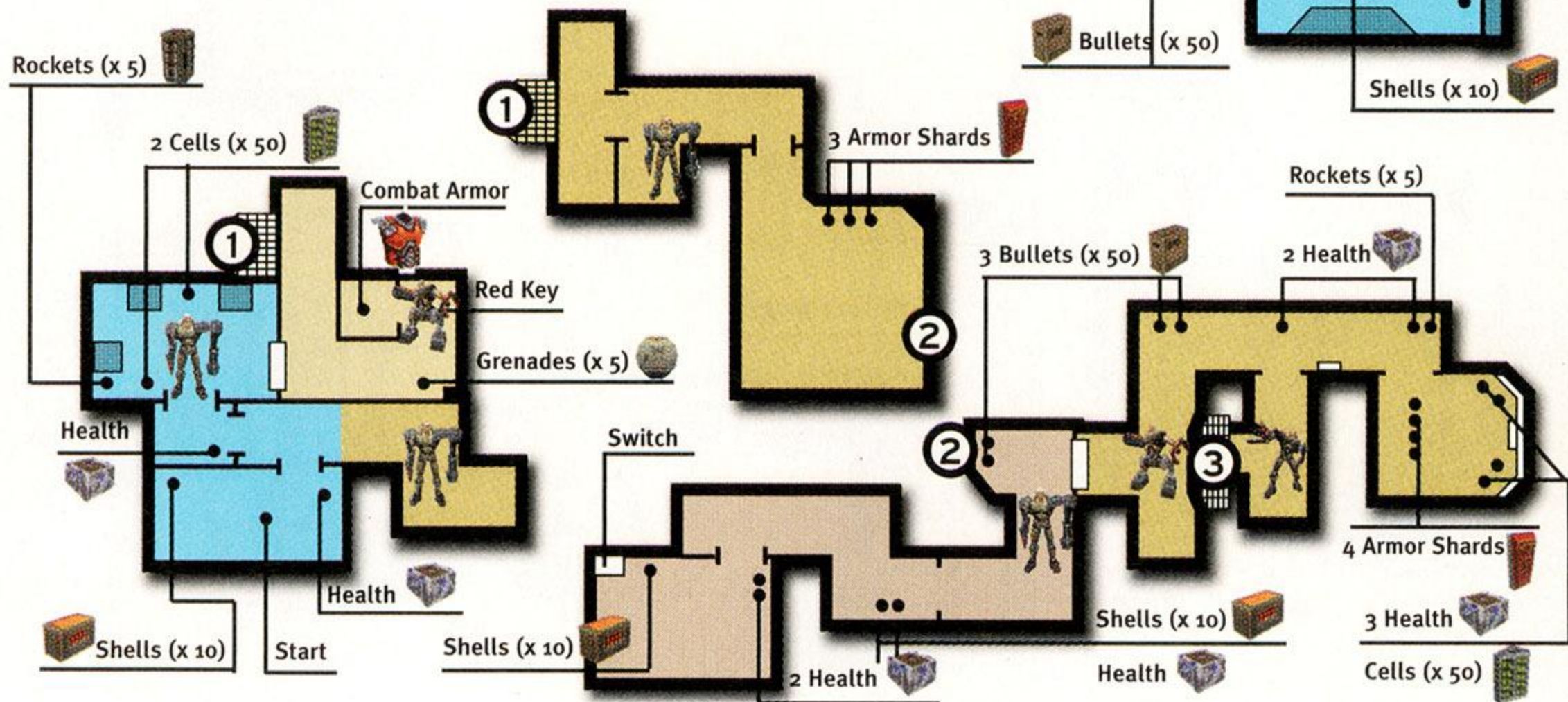
- Make sure to use a gun with stopping power on the Berserkers throughout this level. The Super Shotgun/RailGun work well with keeping them at bay.
- Hit the first elevator ①.

then proceed to the next room and drop off ② to the third section of this map.

- Turn the Energy Core off, then head back and flip the switch to activate the Energy Bridge. Hop on the bridge,

and go up the elevator to the final section ③ of this level.

- Kill the last Gladiator, pick up the cache of goodies, and exit the level around the next corner.



Getting the Adrenaline isn't so hard if you do it from the top. Just jump (don't fall) right off onto the ledge to nab it.



Did somebody say hidden Quad Damage? Meander into that little puddle to find it tucked away in an underwater cavern.

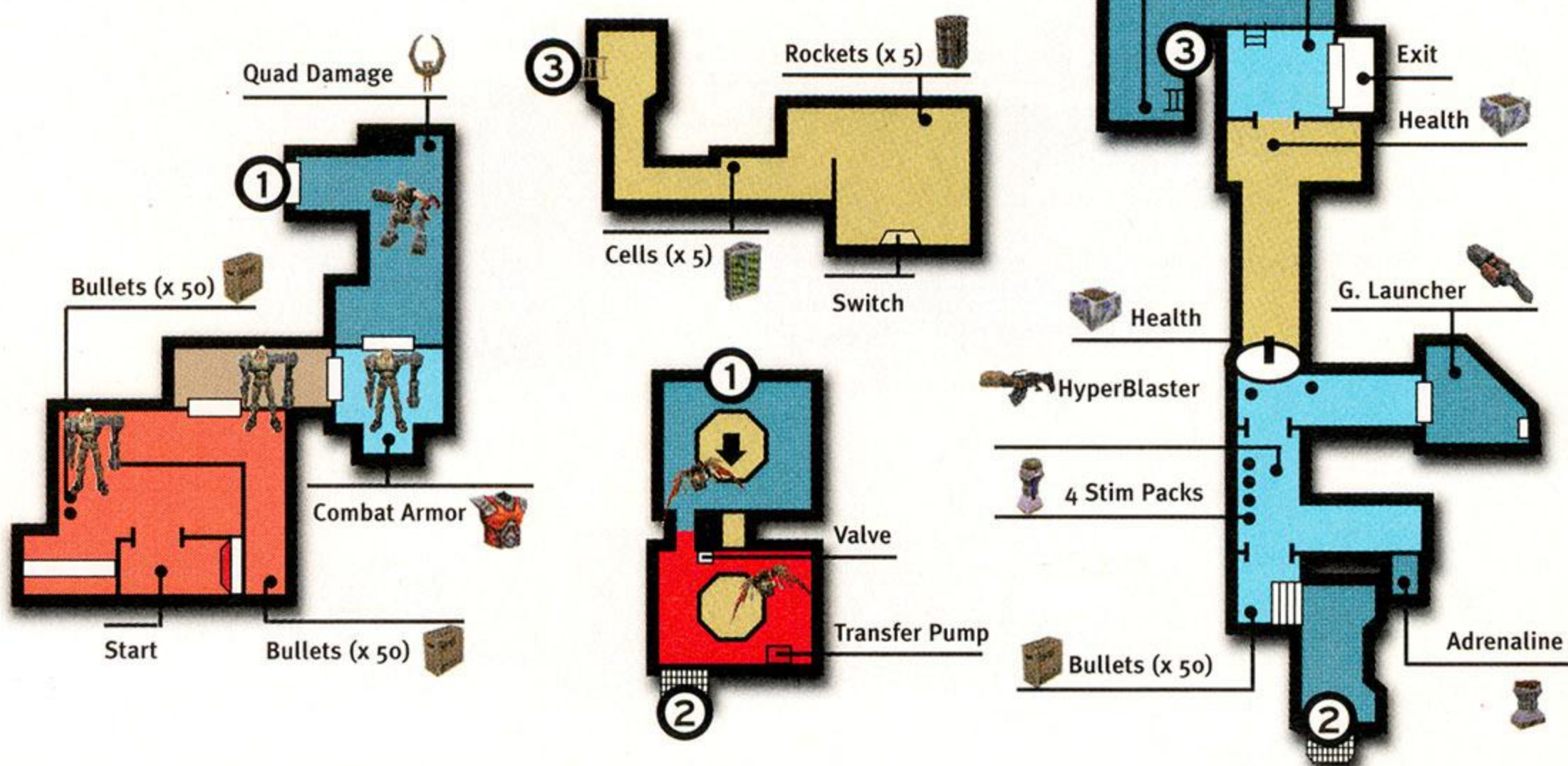
### Level Objectives

- Grab the bullets in the first room (this is a great level to make use of the ChainGun), then head over to the sewage pipes and get ready for a swim ①.
- Swim to the bottom of the

pipe (I feel like I'm talking "Mario" here), and come out the other side to activate the Transfer Pump. Swim back and turn on the Valve to raise the water level.

- Swim back yet one more

time, and go up the elevator ②. Scurry through the next set of rooms, climb the ladder, and hit the final switch to open up the maintenance pipe (exit).





# Missions



# 17-18

## Mission 17 Access Conduits

**Key Items**

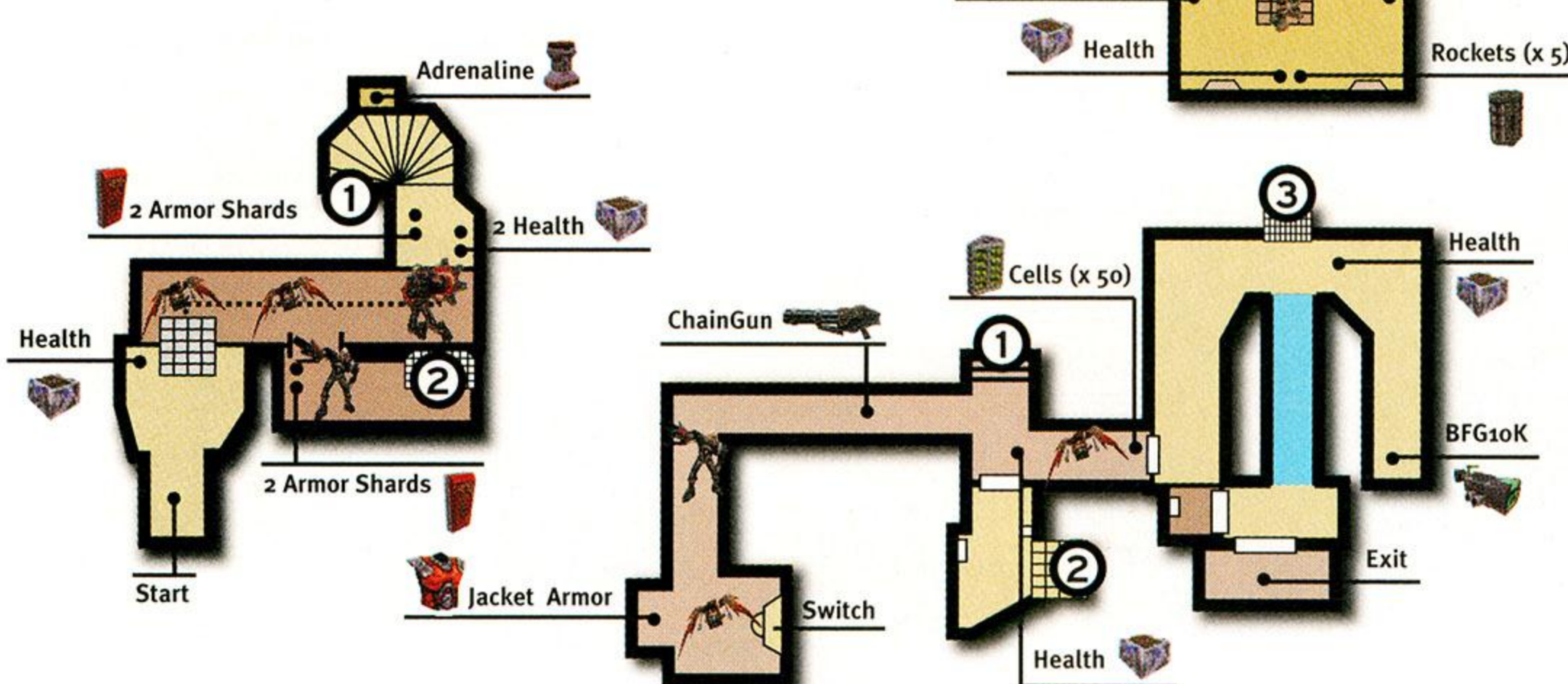
Adrenaline, Armor, Cells

### Level Objectives

- Rush onto the platform after you've activated the switch. Hop off at the other end, and run down the long hallway to turn on the waste drainage.
- Jump off the ledge (grab the armor if needed), and jump

- down in the previously filled drainage ditch. Run to the first hallway and head up the elevator ②. Activate the bridge power to lift up the walkway to the second half of the level.
- Head to the last room, and

- destroy the Tank trouncing the decks below the main area. After killing him, flip the switch to open the Core Access Doors.



This section of walkway will only lift up after the bridge power has been turned on.



After turning on the drainage, look back for some free Jacket Armor before jumping off the ledge.

## Mission 18 Descent to Core

**Key Items**

Quad Damage, Armor

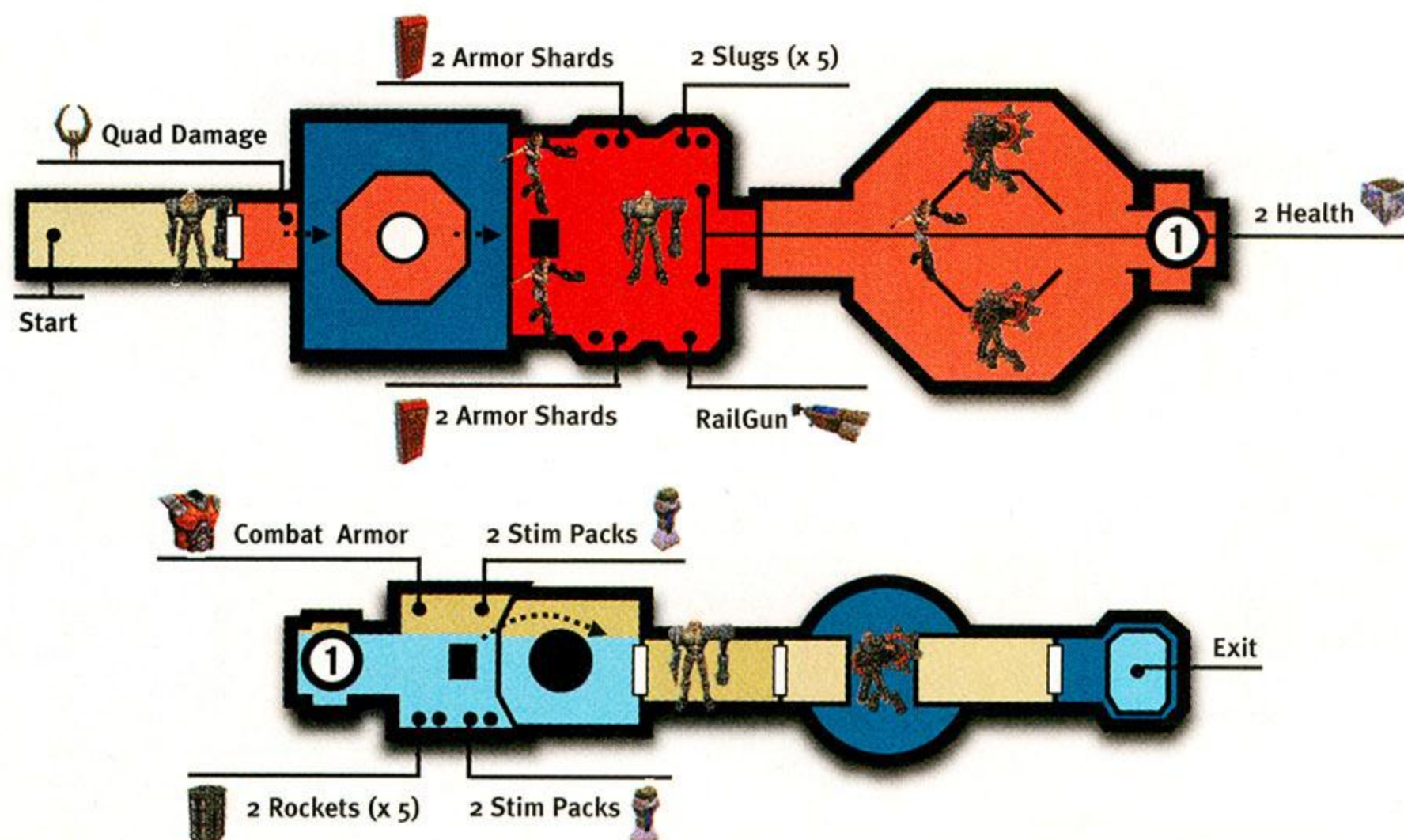
### Level Objectives

- The moving chains 'n gears can be quite a problem if you get stuck on 'em, so try to give yourself as much breathing room as you can.
- Hop across to the first disc, then quickly move across and

- fall off onto the other side (you need to hurry, or you'll be squashed).
- Head to the next room, and jump on the disc to the right, taking it all the way to the top but jumping off before

- it hits the ceiling (this too will smash you).
- Take the small lifts up to the next level, then run through the passage and make a long jump over the bottomless pit (you have

- plenty of room for error).
- Watch the Cyborg teleport, then follow him into the warper to exit the level.



When waiting for the elevating discs to jump on, try looking down to track their position early.



The Quad Damage is tucked away right above the hallway where you make the jump to the first disc.





# Final Mission

## Command Core 19 Mission

Everything is key!

Key Items



These Androids aren't so bad when you fight 'em one by one! Run circles around 'em as you fire RailGun rounds.



You absolutely **MUST** use the center blocks as haven against their barrage of rockets. Dueling doesn't work, so pick away slowly.

### Level Objectives

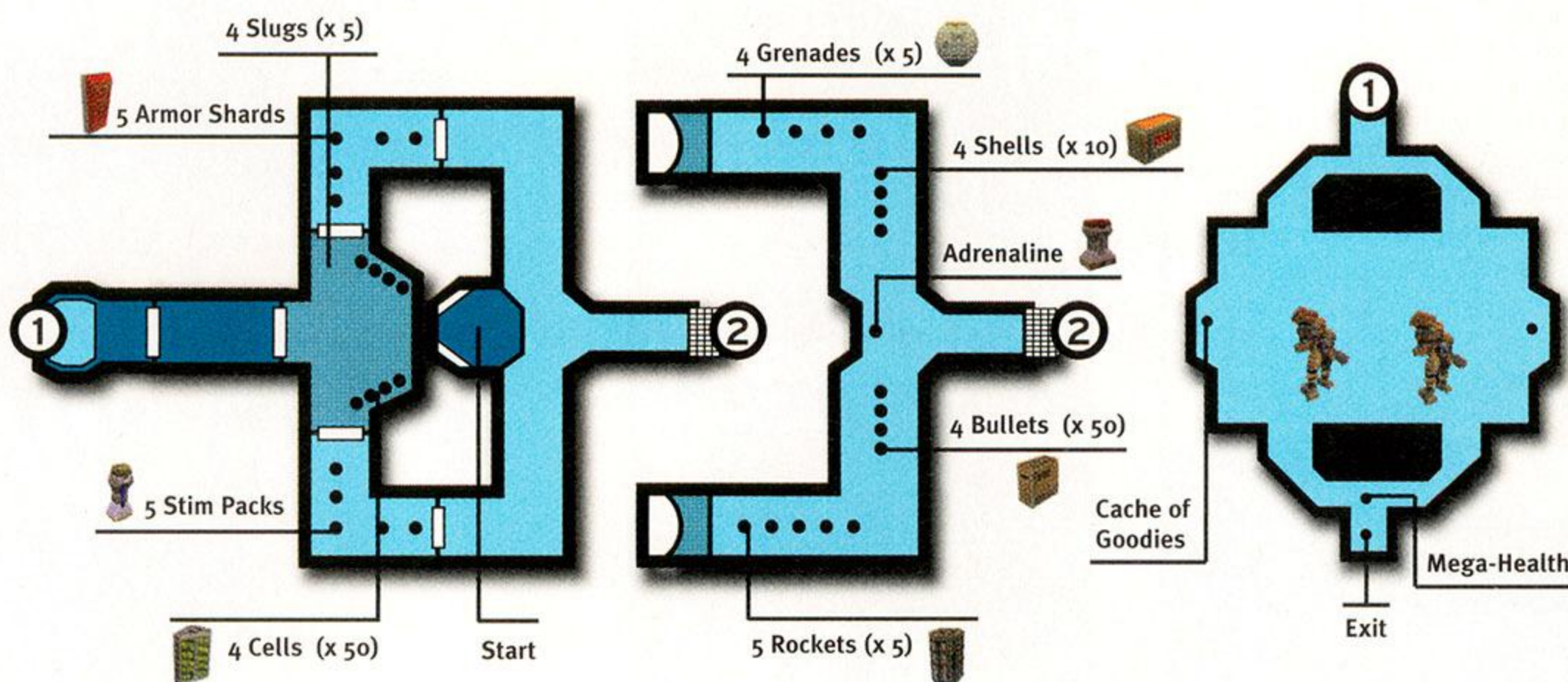
- Grab all the goodies scattered throughout, then proceed to the Central Core. Your primary objective is to kill the four main bosses who reside here. Destroy them, and your mission is complete!

### Boss Tactics

- **Save the BFG10K Ammo**  
Try taking out the walkers with the RailGun (or other scrappy weapons) first. You'll need the BFG for the two flyers who enter the arena after you've destroyed the walkers.

- **Grab the Mega-Health!**  
There is a Mega-Health located at the other end of the arena, so try to work your way over there after dropping one of the walkers.

- **Hidden Cache**  
When the two flyers come down, their little areas will be full of all sorts of ammo reloads. Only run to get them if you're completely tapped—it's practically suicide.



## But is that All?

### • Time Attack Levels

After completing the regular game, you'll be sent to the multiplayer arenas for some hectic time-based bonus levels. The goal is to defeat all of the given enemies per level within the time limit (if you don't, you'll explode), then progress to the next stage and do the same...

### • Level One: Twists

There will be four Gladiators here, separated by only one or two rooms each. Each Gladiator takes four direct hits with the Rocket Launcher to kill, so keep the Rockets flowing in. After dropping the last Gladiator, two of the Flying Mechs (from the final battle) will hover down from above. This is where the problem lies. You'll need to abide by a few basic tactics if you want to defeat them in time.

#### ① Strafe 'n Shoot!

Once the Flying Mechs reveal themselves, you absolutely mustn't stop firing your Rocket Launcher. Unload, unload and unload some more.

#### ② Time: Your Greatest Enemy

My best time for dropping the four Gladiators was 50 seconds, but I think there might be a way to shave it down even further. The path that you run needs to be exact. Plot out a course that has Rockets and Health along the way, saving you time. It beats having to look for it...

### ③ Sidestepping Rails

Since you won't have time to sidetrack and grab health, avoiding the Gladiators' rails will be key in making the time limit. When you hear that distinct "beep" from the Gladiators, it's too late to move. That beep means they've locked on to you, and the rail follows only milliseconds after. Try to predict their movements, letting rockets fly as you strafe for a better chance of connecting—and avoiding the dreaded "beep" altogether.

### • Cheaters Haven!

Don't feel bad if this section caught your eye. This is after all, a magazine devoted entirely to cheating (one way or another). Input this code if you want to skip over the regular game and jump right to the first Time Attack level. The one-player quest will teach you many skills that are required by the Time Attack Mode however, so don't expect to just breeze right through it. Although I did work on a preproduction version of the game, this code should still work:

**FBBC VBBB FBBC VBF7**

Keep an eye open for an update next month on what the bonus levels bring you when they are all successfully completed....



You'll have only 1:40 to finish the first level! Pretty crazy, considering the enemies you'll need to defeat...



The Rocket Launcher is your only weapon (no secret stashes here), so keep the rockets flowing in as quickly as you put them out.



There are two little caverns (shown above) that boast three Health and three Rockets each.



The "red room" makes for a good dueling spot with the Flying Mechs. The bulbous corner works especially well for strafing.





## All Sections, All Bosses and Fighting Tips!

**XG Strategy**  
by Ben Durbin

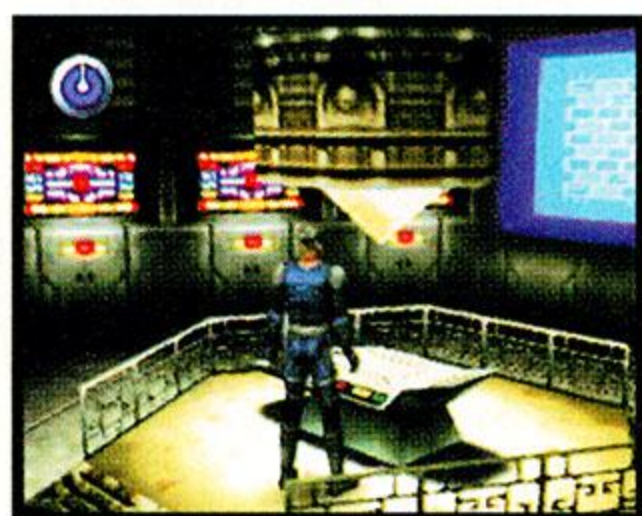
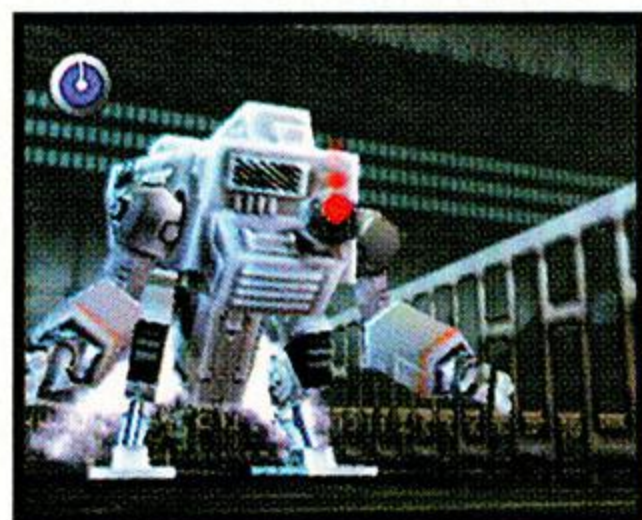
Hybrid Heaven has most of the elements it needs to be a great RPG: awesome graphics, cool fights, engaging story line and even eerie techno music—but unfortunately it falls drastically short on gameplay. Although this is a criticism I have made of RPGs in the past, Hybrid Heaven seems even more than usually reliant on shallow and repetitive gameplay to drive the story along. The combat interface is interesting the first few times you see it, but true to RPG form you quickly lose interest in the “hack and slash” and start wishing for more engrossing gameplay to fill the hours between cutscenes.

### Database



time to complete **8-16 hours**  
challenge **Easy**  
best grapple **Headbutt**  
coolest boss **L4 Mech**  
worst level **Section 5**

system **Nintendo 64**  
publisher **Konami**  
developer **Konami**



## General Strategy

### EXPLORATION

Hybrid Heaven takes place in a vast underground facility of sliding doors and bottomless chasms that puts even the Death Star to shame. Although the maps are simple enough to keep the game flowing without getting lost, there are a few tips to navigating your way from level to level.

#### Code Access Key

Early in Section 1 a technician will give you an access key. This key will open the locked yellow Access Doors—but each time before you can use the key you must download the current code at a terminal. The most simple type of puzzle you will encounter in a section is finding the terminal that will get you through the access door.

#### Force Fields

You cannot pass these colorful glowing fields. However, by using your defuser gun to blast the corresponding access panel, you can drop the force field. The second most common puzzle you will find is a series of forcefields you must disable one at a time. However, simply by keeping your eyes open and blasting every access panel you come across, this turns out to be no challenge at all.

#### Security Devices

There are several types of security devices you will encounter. The amount of damage they can do increases the deeper you venture into the facility. Until you get used to them, you will want to

keep your distance and use your defuser to destroy them.

#### Hoverbots

These large robots are the first security device you will encounter. Like all devices, they take two shots to destroy. However, after the first shot, they will wake up and move into attack position.

#### Camerabots

These small, flying cameras can “see” anything that crosses their eyebeams. They will respond by shooting a laser beam. However, they are very slow and little threat unless you blunder into a pack of them.

#### Proximity Mines

These turtle-like drones move about on the floor and will enter a self-destruct mode if they sense a living creature nearby. Zig-zag through them to activate them, but keep moving past them so they detonate harmlessly behind you.

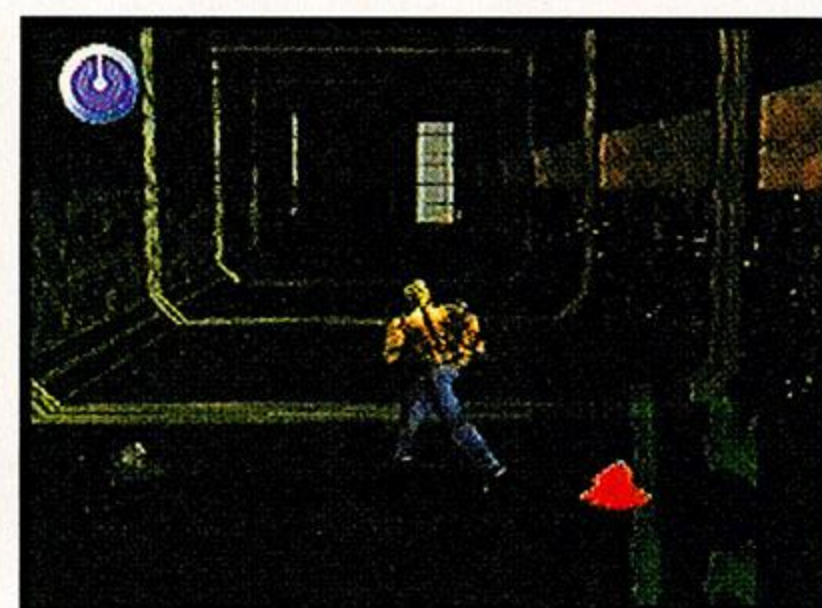


#### Mouse Droids

These small robots scurry about aimlessly until they sense you, then they will lock on and move to your feet to explode. Unlike proximity mines, they are not easily fooled, but can be easily outrun.

#### Terror Disc

You will occasionally run across the huge, room-sweeping Terror Disc. This monster spins across the floor spouting flame, and has been known to take to the air where it unleashes a barrage of laser fire and new drones. Although it can be killed, it requires a lot of effort, and it is simpler just to avoid.







## POWER-UPS

You will eventually have to rely on power-ups to replenish your health and get you through the game. There are two kinds of power-ups: Refresh and Weapon. Most refresh items can be used anytime, but the Weapon items can only be used during combat.

### Life

The most common power-up and the most used. They come in four sizes (S/M/L/X) and restore a percentage of your total health.

### Stamina

You will pick up a lot of these but they are rarely worth the effort to use as Stamina is not critical to battle success.

### Battle

These power-ups combine the effects of a Life and Stamina power-up.

### Enhancers

You will find enhancers for Offense, Defense, Power and Speed. You will rarely need these for any of the common monsters. Save them for bosses.

### Drainers

Troublesome monsters can be handled with a variety of Drainers (Offense, Defense, Power or Speed). The Defense drainer will have the most effective results in battle, allowing you to win quickly.

### Shot and Shot-SP

These gun-like weapons come in a variety of "elements" for doing away with your enemy: Flame, Poison, Ice, Hurricane, etc. The best way to use these items is to catch your opponent as he/she is lunging toward you, otherwise it may have time to sidestep the shot. The SP version is more powerful and fires a three-round burst. It will not take long for your martial-arts skills to surpass the damage these weapons can do, so expect them to pile up in your inventory.

### Ring Eraser

Only a handful of these items are found through the game. They instantly end the fight and destroy your opponent. However, no XP is gained for a win. Many enemies (including robots) are immune to the Ring Eraser.

## TYPES OF ATTACKS

### Punches

The most common type of attack, and the weakest, but not to be ignored. A punch can knock you down and set you up for grappling on the ground. Punches are not particularly useful in your own repertoire—develop your legs instead.

### Kicks

Kicks do a lot of damage, are difficult to block, and will most likely knock you down—all good reasons to make sure you develop strong kicks of your own.

### Grappling

Not only do grappling maneuvers do the most damage, they also look really cool. Never try to grapple a creature who seems to want to grapple with you. This is a sure sign that they will win the grappling exchange and take you down.

### Shots

Many human adversaries carry Shot weapons. Counter this by staying close, as they will not draw their missile fire unless you move too far away.

### Special

Many monsters have the ability to power up their offense, defense or speed. Some can breathe Poison, Fire or Ice.



## ENCOUNTERS

Many rooms contain monsters or monster generators. As soon as you enter a room, stop just inside the door and listen. If you hear the monster generator, you have time to avoid the fight by retreating or crossing to another door. If you hear footsteps, hold still and wait for the fight to come to you—don't risk exposing your back to your attacker. Regardless of whether you prefer to fight or run, sooner or later, you are going to have to fight to advance the story.

### The FIGHT! System

Once the fight begins, you take control of your character and jockey for position with your opponent. Ultimately your goal is to stay away from your opponent long enough to charge your Power meter and move in for an attack of your own.

Your Power meter is the green bar at the top of the screen. When the bar is ready, you may only make defensive maneuvers. When the bar is green, you can press A to take an action—use an item or make an attack. When the bar is flashing green, you are at maximum power, and your attacks will have maximum effect.

The trick to charging your Power is to stay away from your opponent. Unfortunately, your Power meter charges very slowly when you are retreating from your opponent. Try to get a sense of how quickly your opponent is advancing on you, and carefully use the analog stick to retreat at the same speed. The slower you move, the faster you will gain Power. In fact, if you can knock your opponent down, take that opportunity to stand still and gain some power.

If you gain enough experience, you can store up to five full Power bars and make multiple attacks. When the top bar is completely full, the smaller blue bars on the bottom will turn red, and the top bar will start charging again.

## TYPES OF DEFENSES

Each time you are attacked, you will be given a menu of defensive options.

### Step

This is the weakest defense, and rarely works. On the plus side, when it does work, you take no damage at all.

### Counter

When you choose this option, your character will try to guard, and if successful, will then launch a counter attack. However, the counter attack costs you power as normal, and you have no control over what counter will be launched.

### Guard

This is your best defensive option. Although you will still get hit, a successful guard not only reduces the damage, but it builds up your defensive levels as well.

### Roll

If you are attacked while on the ground, Roll is your best option. Always roll away from the attacker.

### Escape

If you are grappled you can try to Escape. Like Step, it rarely works, but if successful you take no damage. Instead of trying Escape, try this: When you are grappled, immediately start tapping R. If you are stronger than your opponent, you will throw him away before his grapple sets in.

### Reversal

This is a grappling defense. It rarely works, but can be spectacular when it does.

### Take Fall

This is the grappling counterpart to Guard. It is your best option when you are grappled.





### FIGHTING STYLES

Learn to quickly recognize the fighting style of the monster you are facing to increase your chances of a superior win.

#### Punching/Kicking

Most creatures will be adapt at punching or kicking—rarely both. Against these opponents it is best to simply stand your ground to let your own Power charge most quickly. Watch for your opponent to “telegraph” his attack by flinching an arm or a leg, then quickly sidestep.

#### Grappling

Because grappling moves can be performed from any position—front, back, standing, prone—you are always at risk. Once a grappler gets you on the ground, you may never get up again. Avoid grapplers by constantly circling. As they lunge forward to grapple you, you will already be moving out of the way.



#### Advance/Retreat

Pay close attention to your opponent's desire to advance or retreat. Although most monsters will advance on you rather quickly, some will sit back and charge up their own Power before taking you on. Keep in mind that such opponents will also be capable of devastating combos should they gain the upper hand.



### GAINING EXPERIENCE AND NEW SKILLS

After each battle you will gain experience. Depending on how well you handled your opponent, you may also gain new skills, body development and a power-up.

#### Experience

After each battle you will gain experience. One or more of your combat statistics will increase.

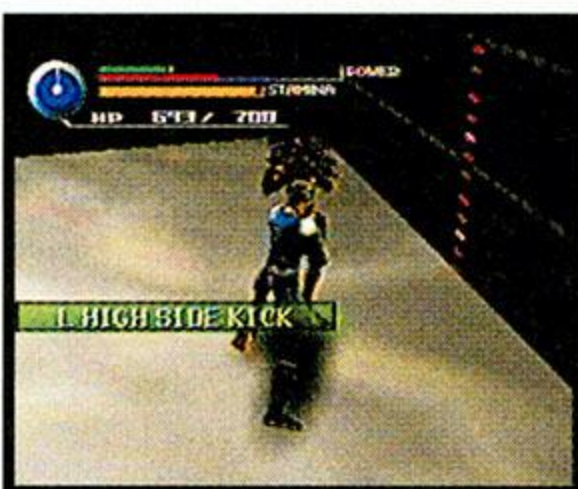
#### Body Development

During combat, you can increase both the offensive and defensive levels of your body parts. Offense is increased by repeated attacks; defense is increased by blocking blows to the same area.

#### New Skills

During combat, you have a chance of observing new skills and learning them from

the opponent. You are most likely to gain skills if you defend with Guard and Take Fall. By patiently taking damage from the attack, you have a chance to study it and add it to your skill set. Even so, remember that the more often you use an attack, the more powerful it gets. You may find that your old reliable attacks are more effective than the new ones you learn, simply by virtue of experience.



#### Power-Ups

After each battle you are given a rating from E (worst) to A (best). If you do very well you will earn an S score. A perfect score is rated SS, with a special bonus: After the enemy disappears, you will get a power-up. The secret to gaining SS ratings is to eliminate your opponent in the fewest possible actions while minimizing the damage your opponent does to you. Remember that a combo is considered a single action.



### Bonus Experience!

Look for rooms with Hybrid Generators. Each time you leave the room and re-enter, the generator will make another monster for you to fight. Some generators will let you repeat this up to six times.

### COMMON ENEMIES

#### Fly-Thing

These critters carry power-ups inside their bodies. Don't use combos on them. Instead, use repeated full power kicks to shake loose the power-ups.

#### Camel-Man

A fairly low-level creature but one of the toughest you will face; probably the best wrestler in the game, so don't even try. Very aggressive, too, so be patient.

#### Squid-Head

These creatures can breathe poison. Avoid this by moving close and pushing right against them. Most of their kicks at this close range are rated *Weak*.

#### Robot

Obviously, robots have very rigid programming. Set your retreat to the exact pace of the robot's advance, and you can keep away from it indefinitely.

#### Hybrid Agents

Just like squid-head, agents are more dangerous at range because of their guns. Step in close. If they grapple you, hit **R** to break free. Take control of the battle.







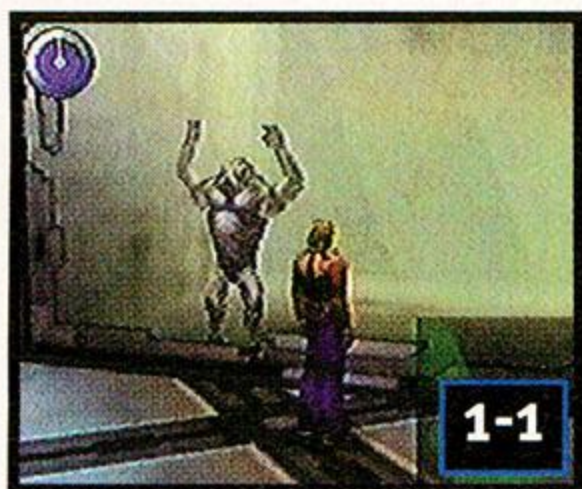
# Level Walk-through

## SECTION 1: BIO WEAPON STORAGE FACILITY

The purpose of this section is to familiarize you with the controls—shooting, running, jumping, crawling and using your defuser, map and keycard.

**1-1** Talk to the techie and get your Code Access Key. Climb down the ladder and update the keycard at the end of the long hallway, then use it to pass the access door and take the elevator down. Find the bio-scanner and use it to release the hybrids from their containment cells.

**1-2** The trigger plate for the green forcefield is in a room at the top of the warehouse. You will have to shimmy across the ledge above the crates. Once you get to the back of the containment cells, there is a raptor-like sub-boss you will have to defeat.



1-1



1-2



1-2

## SECTION 2: DR. BROSS' LAB

This is the laboratory of the criminally insane Dr. Bross. You can beat this level fairly quickly if you avoid all the fights along the way.

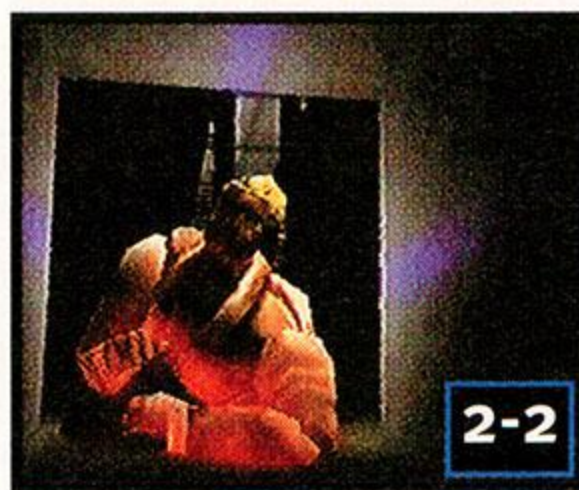
**2-1** You'll start the level on the run from this monster. Don't bother trying to fight it, just start running counter-clockwise and look for the door on your right. Keep working your way along the map. Be prepared for some difficult camera angles when the monster has you cornered. Just keep looking for the next safe door or ledge, and make sure you keep your health replenished until you can make it to the save chamber **2-2** at the halfway point. After a mad dash down a long hallway, you can crawl to safety in an air vent.



2-1



2-2



2-2

## SECTION 3: CLONE STORAGE FACILITY

In this section, much more of the story is revealed to you, as well as your true self, Johnny Slater. This is also your first opportunity to match up against a boss-level Hybrid. Spend some time leveling up early on.

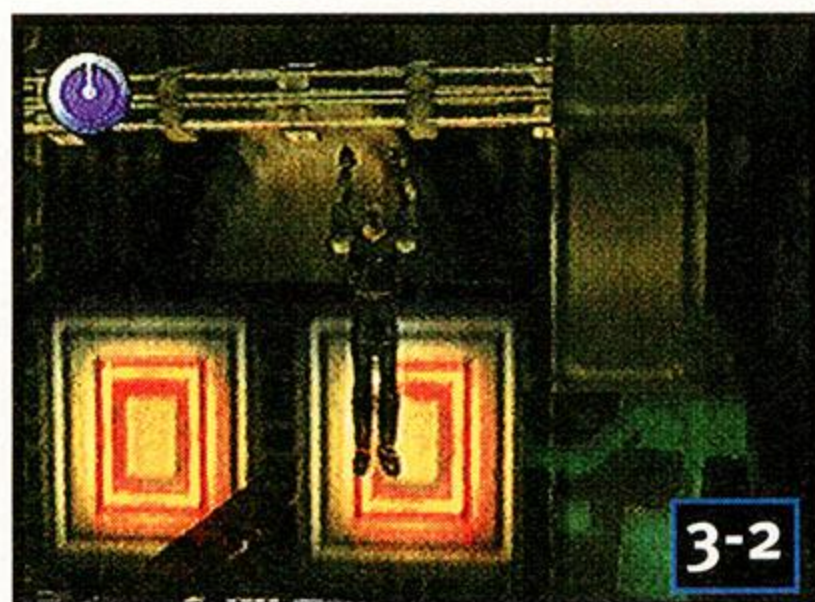
**3-1** If you go through the containment rooms on the inner track, you can gain lots of experience and items. Don't miss the code access terminal along the way. At the back of the last chamber is an access door to the next area.

**3-2** This area appears to be a dead end, but you can shimmy across the chasm on this rail.

**3-3/3-4/3-5** Continue to pursue the Hybrid Agent. He will destroy the catwalk, so you will have to make a detour to go around. Eventually he will lead you to a huge clone containment facility. Check your map and head to the passage on your upper left. Pursue the agent into his quarters and confront him—after he

changes into his natural Hybrid form, of course. Once he is defeated, return to his quarters and get the memory card there. Take the elevator down and help the Gargatuans restore the President's memory.

**3-6/3-7** Talk to each of the Gargatuans twice, then return and speak to the President. After this scene, walk back through the hideout and check all the power-ups again. Finally, crawl through the tunnel and slide down to Section 4.



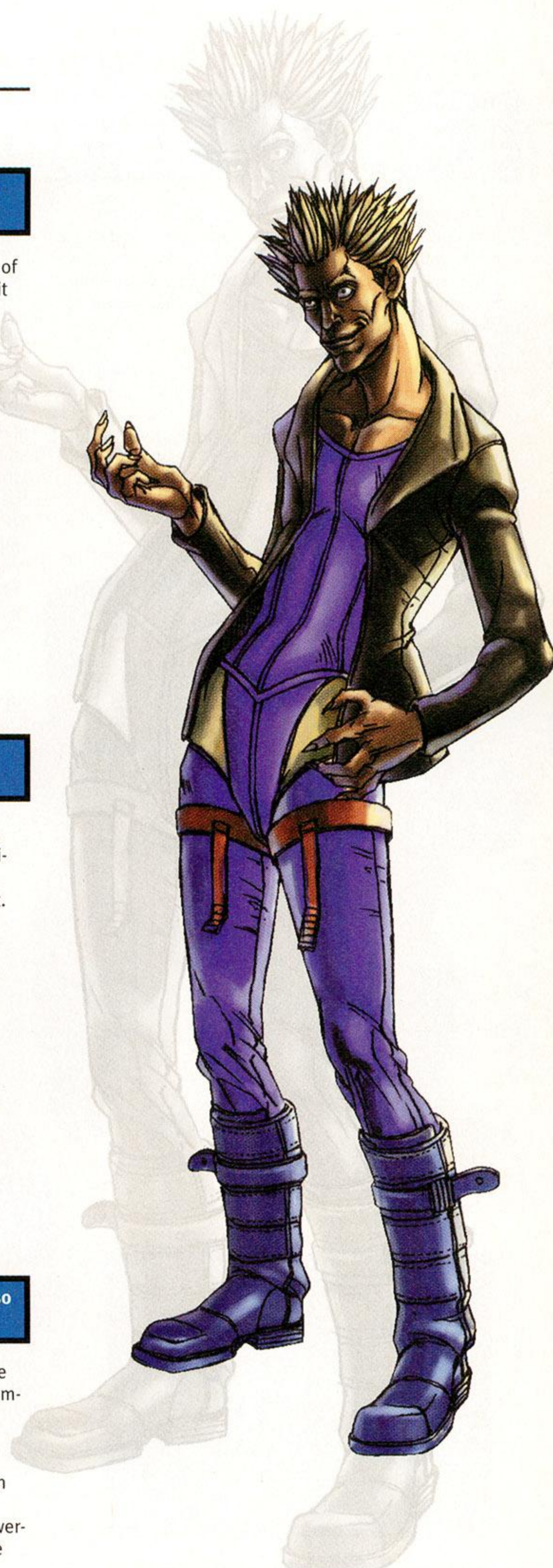
3-2



3-5



3-5







## SECTION 4: WEAPON FACTORY

This section will give you your first taste of fighting robots. The outside rooms of each ring have some fights and power-ups, but you can skip these by moving clockwise through the rooms, and heading in toward the center area to find the code key terminal and the code access door. The terminal is always on the opposite side of the facility from the door.

**4-1** Once you take the first elevator down onto the large open platform, head straight forward to find the green switch, then turn around and go to the other side of the hall for the blue switch, then back across for the red switch, and finally cross again to the yellow switch. Take the opposite elevator down.

**4-2** There is a large robot waiting for you on the lift. Stay very close, and follow the robot slowly, keeping in its blind spot behind it. A few good kick combos will get you past. Once the lift stops, head into the narrow passage and shoot the force field switch. Continue on until you meet the big Mech. The Mech can be killed with your defuser, but it takes over 20 shots. The trick is to watch and wait for

your opportunity to charge into range of your defuser. The Mech has four attack forms that it will always repeat in this order: missiles, lasers, machine guns, plasma cannons. Avoid the missiles by zig-zagging to throw off their aim. Move a little closer for the lasers and machine guns and stand still so the shots go to either side of you. Finally, the plasma cannons will fire. Stand on the left of the catwalk and run to the right to avoid the first shot, then quickly run back to the left to avoid the second shot. You want to keep moving in a smooth S that will take you around the plasma shots and into range of your defuser. Be careful, once the Mech dies, it releases a horde of mouse droids, so keep your health level high.

**4-3** Work your way past the defense systems. The missile turrets are easily beaten if you stay at the maximum range of your defuser and keep firing; your defuser can take out the missiles. Keep going until you enter the conveyor system. The code access door is here but you will have to get through the conveyors first, and return with the

updated code key. If you do it right, you can make it in one trip.

Follow the conveyor system clockwise and keep in mind that you first need to get into the center control room, where you will find the code key terminal as well as the switch to the red forcefield. Once you have both of these taken care of, head back out and make your way to the code key door. Head through and slide down the chute.



## SECTION 5: UNDERGROUND SHELTER, LOWEST AREA

This is one of the most boring and repetitive levels you have to contend with. In a move of classic RPG design laziness, all the "puzzles" on this level consist of killing one monster after another to unlock the next area. Fortunately the cinematic sequences in this section are worth fighting for.

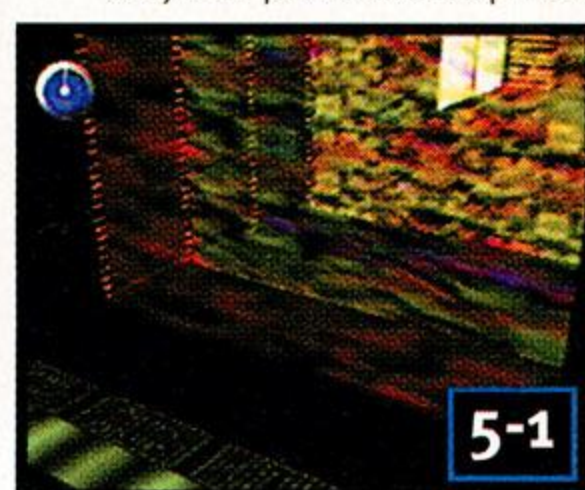
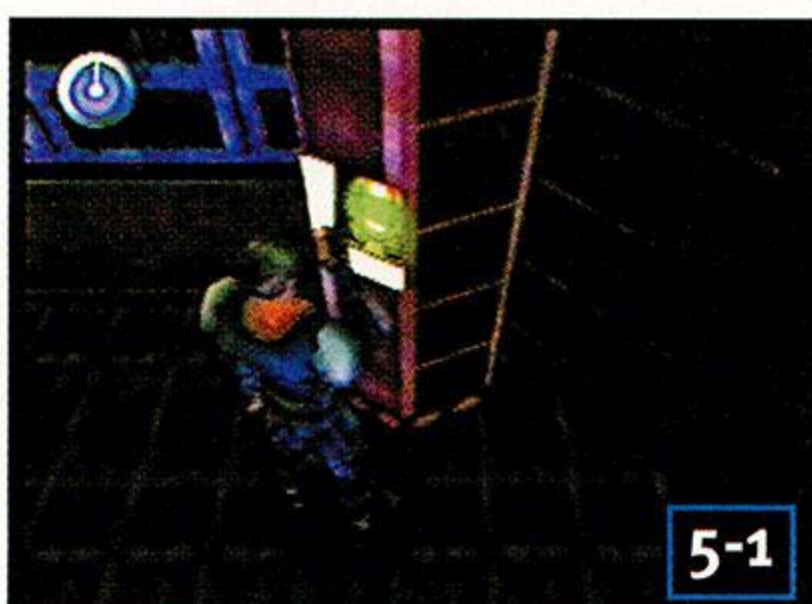
**5-1** Keep moving into the shelter and dropping deeper until you reach the main ring. Head to your right, and work your way counter-clockwise into each of the four rooms in the first ring. Inside each room, the door will lock behind you, and you must fight a hybrid. When the fight is over, an access panel will reveal. Use the panel in each room to drop one of the force fields blocking access to the lift.

On the next level down, the procedure is exactly the same, only this time there are only two forcefields to drop. Before you step on the lift, you might want to stop and use the access panels there to unlock the rooms outside and check them out.

**5-2** Once again, same procedure, and once again, only two panels to drop. Don't forget to check the

access panels by the lift again. Take the lift down and drop into the bottom ring. Although it's not recommended in everyday life, go ahead and slide down the chute into the reactor core.

Once inside the core, head back up the red ramp a bit and enter the door on the left. This will put you into the cooling areas. Each time you defeat a special hybrid in here, one of the locks to the power system will fail. Keep making your way counter-clockwise all the way around the core and release all four locks. When the entire core is open, you can run to the center area and join forces with the Navigator.







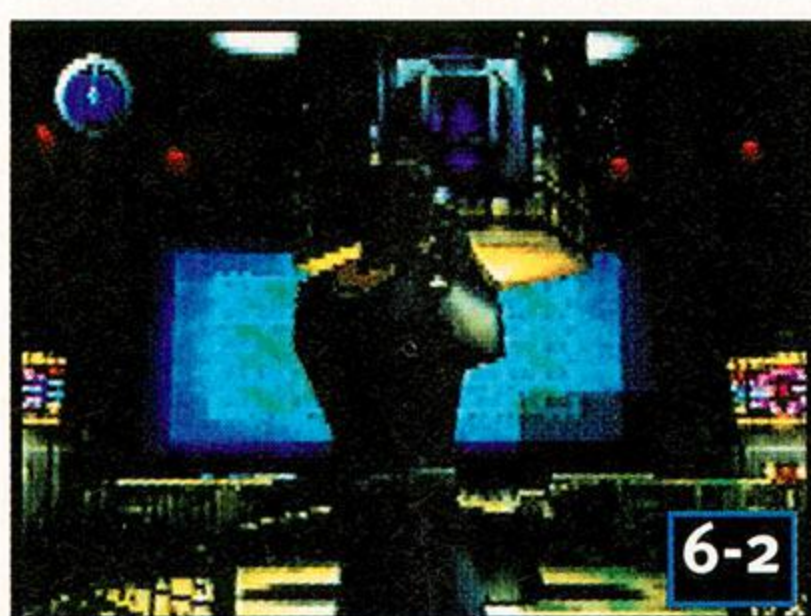
## SECTION 6: BIO WEAPON FACTORY

This section is set up like a long maze, with lots of backtracking and puzzle-solving. At the end of the level you get to enjoy a huge battle with Dr. Bross and his big monsters. By this time you should have maxxed out your fighting capabilities, but rely on brains, not brawn, to see you through this section.

**6-1** Head into the small storage room and crawl under the door by the flamethrower. This will let you into the maze section. Run to the end of the weapon bay and take the elevator up to find the code key terminal. Head through the code access door and back into the hallways. Head to the control room.

**6-2** In the control room, look on the hanging column for the blue force field switch and disable it. Follow the hall around to the second armory and cross into the back hallways. There is a double set of missile launchers here; disable them from around the corner to be safe.

**6-3/6-4** This puzzle requires you to navigate a set of elevators and force fields. It is not a difficult puzzle; just keep riding the elevators up and shooting the force field switches as you come across them. The code key terminal is on the top floor and the code



6-2



6-1



6-6



6-6



6-6

access door is on the center floor. The broken tank in this room is your clue that there is a nasty monster waiting by the access door. Once you pass that access door, there are plenty of monsters to fight. Every room—or ceiling—is a potential hiding spot, so be alert if you want to avoid any unpleasantness.

**6-5** Just past this save point you will find a dangerous catwalk. Take a moment to look around before you move. Don't shoot the box hanging over the intersection; it contains a missile launcher. The door directly across from you is a code access door; you will find the

code key terminal in the small room on your left. Missile launchers abound here and they can knock you off the catwalk to your death. Either stay safely behind the railings or drop down and crawl where the missiles can't track you. Just beyond the code access door is the extremely long-winded Dr. Bross, but you have a bit of a chase ahead of you before you can cut off his annoying soliloquies once and for all.

**6-6** Chase after Bross and save at the next platform. Bross has laid a cunning trap for you, so get ready to face his huge monster once again. Unfortunately, you'll also have to face its plasma-belching mate [pic]. You have a huge arena to stay away from the fearsome monsters. Your first task is to kill the white monster. It will chase you while the red monster targets you with plasma. Run just out of reach of the white monster so that it follows you into the burning plasma coughed up by its mate. Four hits and the white monster goes down.

Now to tackle the red monster. Run around the edge of the arena until you find the big metal doors. Don't get too far away or the red monster will stop chasing you and start breathing plasma, and you don't want that. You want to stay just close enough to make it charge you, then quickly jump out of the way so the monster

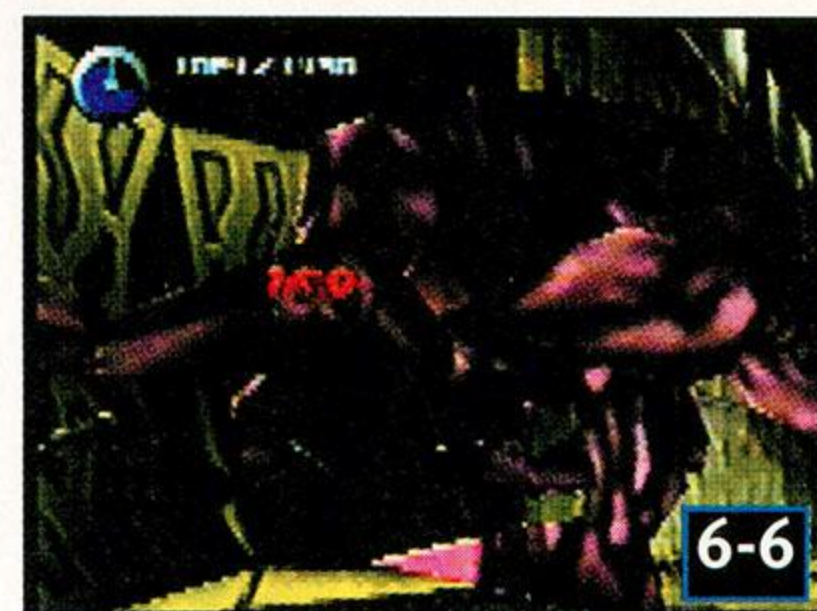
smashes the doors. Four good hits and the monster will tumble through the doors. Just make sure you jump out of the way first or you will go tumbling down as well!

After the monster falls to its death, you can exit through the normal door back in the arena and chase after Bross for your chance to fight him. Bross is actually a tougher fight than the monsters! You should use one of each of the "big four" power-ups, in this order: Defense, Power, Speed, Offense. Bross will also be using power-up items. If you don't have the power-ups to juice your own abilities, at least use some Drainers to take his away, or you are looking at serious trouble. Bross also carries several SP shots, including the very nasty Ice-SP, which not only damages you, but leaves you frozen and at his mercy. Stick close to Bross and keep yourself well healed.

**6-7** Run a little farther into the complex and you should recognize this area as the place where the Gargatuans were hiding out earlier. Now, however, they are all gone. All that remains is a female prisoner of Dr. Bross...



6-6



6-6







## SECTION 7: CLONE STORAGE FACILITY 2

The underground shelter is rapidly disintegrating. Although you are making your way through familiar territory, the collapse has shifted things around so you must find an alternate means of escape. Destroy all the security devices you come across to gain power-ups for the coming boss fights.

**7-1** You will find the trigger for the blue force field hidden in a crate, in a room just off the main ring to your left. Run down the catwalks and into the room on the right, then head down the ladder. Up ahead at the broken catwalk you can jump up and grab the catwalk above you to continue on.

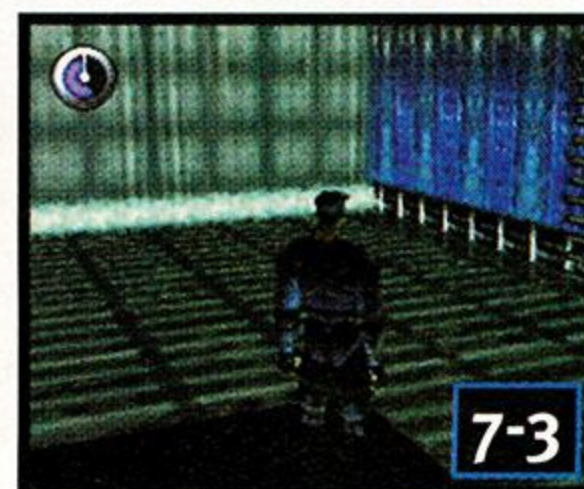
**7-2** Back in the large bay, use the control panels to open the two bay doors. Enter the bay with access to the hallway and head right to find the code key terminal. Turn and run to the other end of the hallway, climb the ladder, and pass through the code access door. The room above contains a new force field; don't shoot the switch, just walk up to it like any other and it will open.

You will find another code key terminal in the hallway between the second and third holding rooms in the next section. Update your key then head back to the uppermost room. Once again, the Terror Disc is here to protect this large bay. The opposite door has a very tough lock—about 10 shots to disable it—so be prepared for a little punishment from the Disc.

Just across from you is another code access door, so turn left and climb the ladder. There is another code key terminal in the room just above you.

**7-3** Climb back down and head through the code access door. Enter the small room in the center of the next hallway and drop down. Run straight ahead (past the blast of flame) and into the clone storage area. Clear out the hoverbots and shoot your way into the door on the right. Use the code key terminal there to update your code again then head back out into the clone bay and through the code access door at the end. Kill the agent in the next room then ride the elevator up.

Crawl under the waterfall to find a hidden room with lots of good power-ups. You will also find a ladder that leads up to Section 8.



## SECTION 8: CLONE CULTIVATION SITE

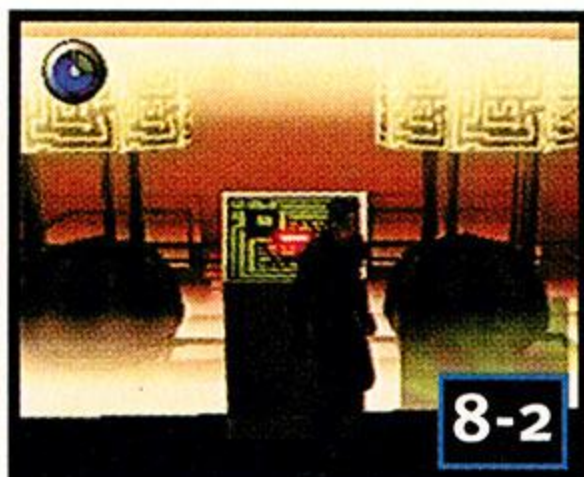
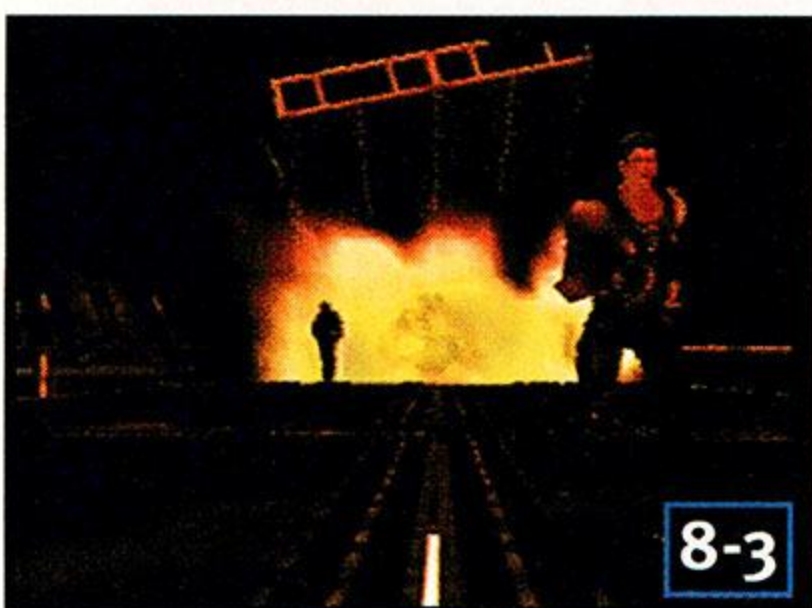
Similar to Section 5, this area is a training facility of sorts for the hybrids. Not a lot of puzzle solving, but plenty of fights. Most of the pits contain monster generators, so it is important to fight as much as you can, not only for combat experience, but to gain power-ups from SS-rated victories.

**8-1** Follow Anna Moody counter-clockwise, through each of the rooms in the ring, and finally up the elevator. To get through the ring, you will need to use the controls on the balcony to open further access. The last room has a platform on your right you can climb to take you to the balcony control room.

**8-2** Climb back down and enter the drained room. You can slide under the edge to reach the save chamber as well as a room full of power-ups. Keep going through to

the end of the ring chambers and take the elevator up. Just up the elevator you will find a series of catwalks and pits holding many monsters and security devices. If you want to avoid severe unpleasantness, stay out of the pits. There is a save chamber just before the sub-boss.

**8-3** Just across the last pit is a sub-boss of sorts that guards the final platform. It will not be very aggressive until it uses its speed booster. Once it boosts its speed, watch out. This hybrid also has access to some super life chargers, so kill it quickly.







## SECTION 9: UNDERGROUND SHELTER, TOP LEVEL

You are almost free. All that remains in your way are a few bosses you still need to take care of: Jerry, Hunter, the Master...who else? Make sure you have plenty of power-ups stored up, because you have an epic-scale string of bosses to defeat, with no chance to explore between fights. It's all or nothing time!

**9-1** Start by pursuing Jerry through a series of "locks," small rooms connected by lifts. You can avoid most of the fights here, but in order to drop the forcefields so you can reach the code key terminals, you must fight the monster there. Once you reach the top platform, you finally get your chance to take revenge on everyone who has crossed your path so far.

You have to fight six bosses in a row before the game is all over. To win each battle most easily, power up in this order: Defense Enhancer, Power Booster, Speed Enhancer, Offense Enhancer. Check your supply of power-ups, and make sure you save power-ups for the later, more difficult fights. The toughest fight is with the Master-Monster, so absolutely save one of each of the power-ups for that fight.

### ❑ JERRY

He is armed with several Hurricane shots, but if you use a Defense Enhancer and stick close, you should be able to drop him with only three combos.

### ❑ HUNTER

Beginning with Hunter, the fights now will get a little more difficult. Hunter is your counterpart, and he has access to power-ups of his own as well as some extremely nasty Ion weapons—each shot will do 400 points of damage, so keep close and keep your health maxxed out. Very quickly you should power up your Defense, as well as any of the others you can spare at this point. In a pinch you can nail Hunter with some SP weapons of your own.

### ❑ MASTER

Make no mistake, this is one cranky little bastard. As always, power up your defense as soon as you can.

He can attack with any kind of elemental blast. If he knocks you down, don't be afraid to stay down and charge your power meter a bit—this pint-sized evil genius isn't about to rush up and throw a figure-four leg-lock on you. Once you are juiced up and ready to go, rush him. If you get too close without attacking, he will either float away, or knock you down with a force push. The trick is to get just close enough to launch your attack without scaring him away. A few devastating kicks to his melon-like head and he's down for the count.

### ❑ MASTER-MONSTER

This creature is a nightmare, and can kill you easily if you don't keep close tabs on your health. It is capable of storing multiple power bars, just like you, so once it gets you on the ground it will attack you several times. It has several different breath attacks as well as a tail sweep. Most dangerous is its ability to counter-attack you if you try to attack from the front. The trick is to keep circling just behind its flank, since the creature is too large and ponderous to turn quickly. Remember to use all four of the A-list power-ups: Defense, Power, Speed and Offense.

### ❑ MASTER-HYBRID

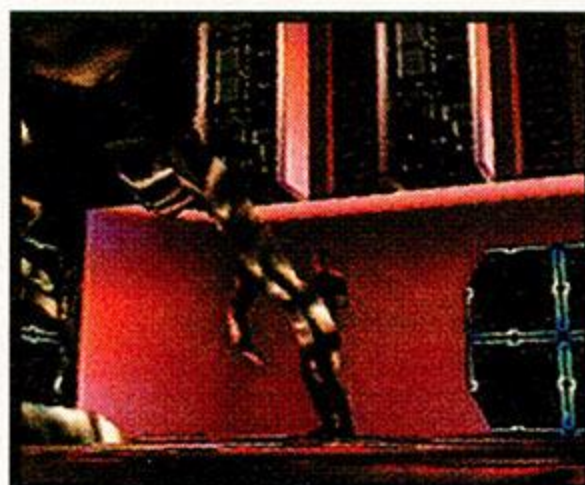
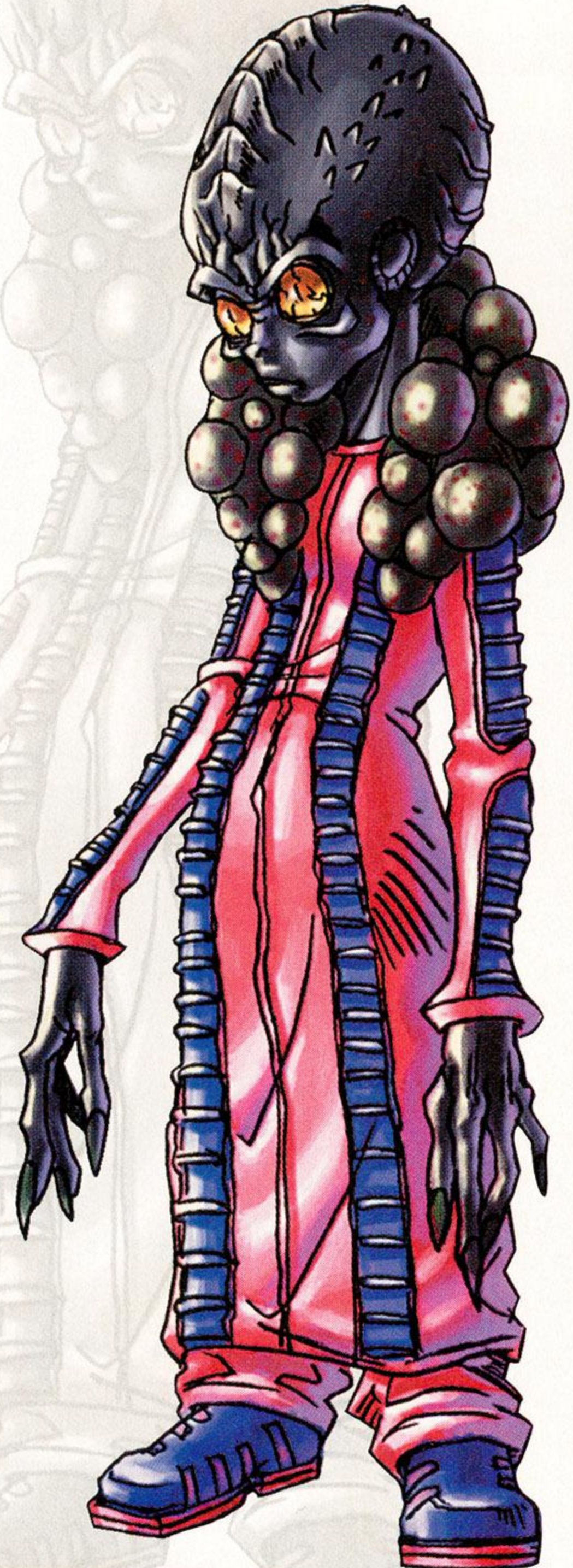
This final installment of the Master is similar to the Hybrids you've been crushing all along, and the tactics are no different. Just be sure you power-up if you've got any left. This form is eager to grapple with you, so keep your distance unless you're an adept grappler yourself.

### ❑ DIAZ

After more cinemas, just as you think you're finally free of the exploding ship, Diaz reappears for the final showdown. Use what power-ups you have left. He is extremely quick and a dangerous grappler. Once Diaz is dead, the President will risk his own life to heroically rescue you from danger (thus shattering once and for all the possibility that the character is based on Clinton...)

### ❑ FINALE

Hard as it may be to believe, there are no more enemies waiting. After you and the President escape, you only have one loose end to tie up...you haven't forgotten Holly, have you?





# GAME OVER

# STREET FIGHTER ALPHA 3

Time to Complete: 20 Min./Character  
 Difficulty: Moderate  
 Best Character: Blanka  
 Best Ending: Zangief

## All 32 Endings Revealed!

### Adon



Adon gets blazed by Bison's Psycho Crusher, but retaliates with a flurry of Tiger Kicks.



Adon enjoys his 15 minutes of fame on top of the world.



Crushing Bison with the Raging Demon (his best super combo), Akuma faces one final challenge.



After a climactic showdown with Gen, Akuma wins. Basking in his power, Akuma stands proud.

### Akuma



### Balrog



Balrog tells Bison that he's no longer his minion. Bison takes him to the Psycho Drive, and Balrog flips out...



After destroying the Psycho Drive (unknowingly), Balrog realizes Bison's true intentions.

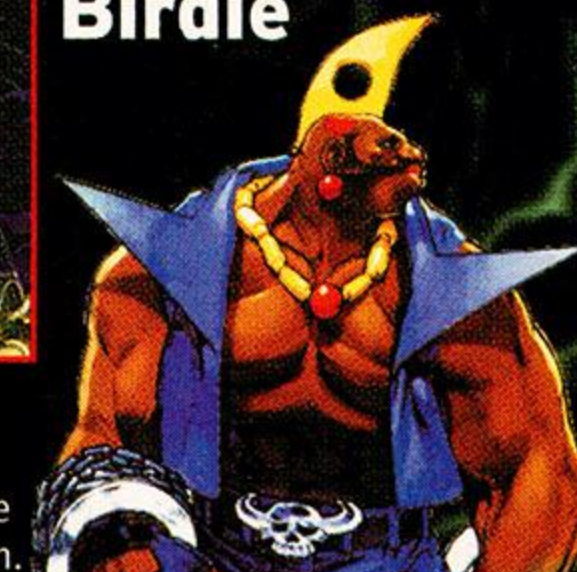


After defeating Bison, Birdie heads for the underground base to search for the Psycho Drive.



Upon finding it, he enters and gets trapped inside. Hastily, Chun-Li and Charlie come to his aid to save him.

### Birdie



### Blanka



Blanka knows neither of Shadowloo nor Bison's intentions. He simply destroys Bison for calling him a pig!



After the tremendous insult, Blanka jumps into the Psycho Drive and unleashes his raw voltage.



Cammy finds out that she too was genetically enhanced by Bison's experiments.



She is able to overcome her fear after destroying Bison, and vows to continue living (and fighting).

### Cammy



### Charlie



Charlie downs Bison, then hurries off to his Harrier Jet to finish the job.



Looming overhead, Charlie drops his "bombs" and destroys Shadowloo.



Bison offers a position to Chun-Li, but she refuses and slings a gun at him.



Using stealth, Chun-Li shuts down the reactor (with a little help from Charlie).

### Chun-Li



### Cody



After going haywire on the Psycho Drive, Cody and Guy scurry their way out of the Shadowloo base.



Afterward, Cody settles his differences with Guy, and they become friends once again.



Dan goes on another one of his excessive ego trips and takes over Shadowloo for his own purposes...



He turns it into a "Saikyou" fighting dojo!

### Dan





## Dee Jay



With an ultra barrage of Dee Jay's rockin' kicks, Bison falls in defeat.



Dee Jay's dreams come true when a record label offers him a contract for one of his songs.



Dhalsim reads Bison's psyche, and senses the mind-boggling evil energy within...



He detects this same energy inside the base, and destroys the generator by pure concentration.

## Dhalsim



## E. Honda



Bison tries to get Edmond into the Psycho Drive, but Honda winds up for a "Dosukoi" instead.



Honda connects for maximum damage, leaving Bison's body completely disintegrated.



Fei-Long engages Bison in a fast and furious battle, then defeats him (insert cool fight scenes here).



Fei becomes famous not only as a world-renowned street fighter, but also a movie star.

## Fei-Long



## Gen



Gen defeats Bison merely because he was in the way.



Gen's true mission doesn't lie with Bison, but rather with Akuma.

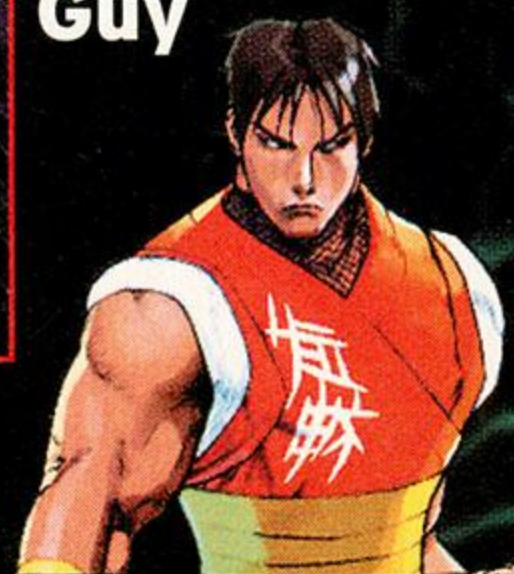


Guy settles the score with Cody, then scurries off to pursue his own interests.



Studying his own form of martial arts, Guy finds peace with his inner self.

## Guy



## Juli



Bred as a genetically enhanced soldier, Juli feels excruciating pain as Bison is destroyed.



Luckily, Cammy arrives in time to place Juli's body into the Psycho Drive.



Juni realizes that she was controlled by Bison's mindpower, but vows to overcome it.



With Bison gone, she uses severe concentration to overcome her sickness caused by the Psycho Drive.

## Juni



## Karin



Karin defeats Bison with ease (or so she says)...



She decides to study her own form of martial arts with 100 percent devotion.



Bison pulls off his final Psycho Crusher to try to destroy Ken, only to be met by...



"Sho-Ryu-Ken!!"

## Ken



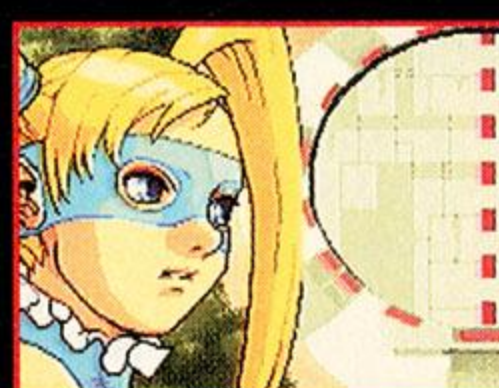
## M. Bison



Bison captures Ryu, and places him inside the Psycho Drive for complete transformation.



Evil Ryu is born, as Bison's plan for world domination continues to flourish.



R. Mika meets up with Zangief, and together they infiltrate the Shadowloo base.



Zangief saves her from falling rubble, and they escape under extreme circumstances.

## R. Mika





## Rolento



Rolento sneaks into Shadowloo, and destroys the last remaining piece of Bison's empire.



After butting heads with Bison, Rolento travels off to start his own utopian world.



Engaged in a heated duel with Bison, Rose executes her Soul Spiral...



...only to be countered by Bison's fierce punch. Rose falls in defeat, but Cammy comes to her rescue.

## Rose



## Ryu



Bison throws Ryu into the Psycho Drive. Ryu absorbs the power, but fails to follow Bison's orders.



Ryu gathers his power, and overthrows Bison, striking him with a final blow.

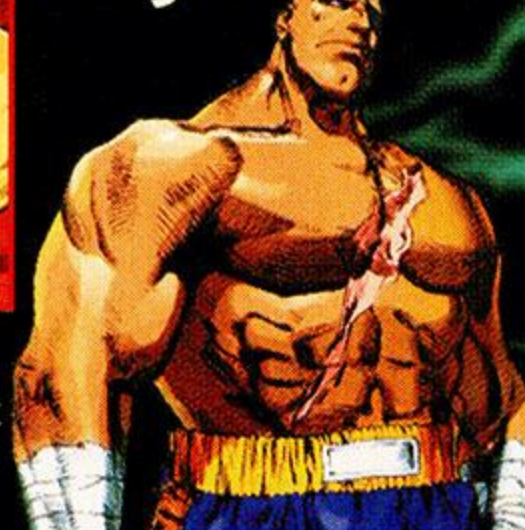


After watching Bison throw gobs of energy at Ryu, Ryu gathers his strength and defeats Bison.



Sagat reveals that his true destiny is to defeat Ryu, but lets him get away this time.

## Sagat



## Sakura



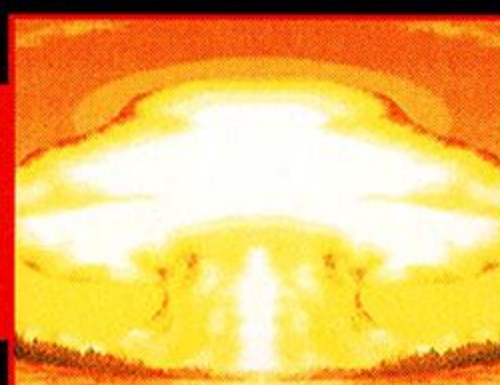
Bison lashes out at Sakura with a crushing blow, but Ryu comes to her rescue and finishes Bison.



Ryu walks off into the sunset (what a surprise, eh?) as Sakura looks on...



After defeating Bison, Sodom concedes that Shadowloo must fall. He hops in his truck and...



...executes his infamous "Kamikaze" attack, wiping out the entire base!

## Sodom



## T. Hawk



Vowing to save Juli from Bison's grasp, T.Hawk pummels Bison with a vengeance.



Settling in the mountains of his homeland, the picture fades as he cradles Juli in his arms...



Vega finds Bison's evil-ridden DNA within Cammy.



He doesn't fight her, but does state that his ultimate opponent must have "perfect looks."

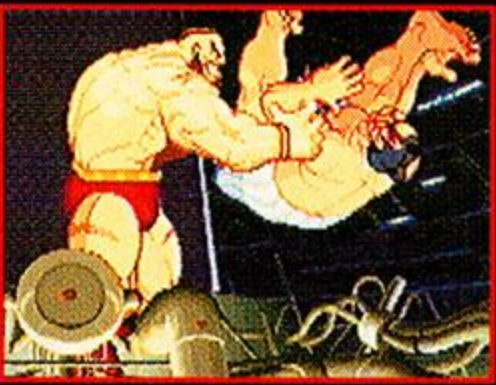
## Vega



## Zangief



After trying to get Bison to reconsider his position against Russia, Zangief meets Honda at Shadowloo.



Zangief devises the ultimate plan to shut down the reactor by repeatedly slamming Honda into the drive.



Guile (pronounced Gwee lee by us XGers) teams up with Charlie to set explosive charges within Bison's base.



Charlie holds Bison down while the charges go off. Guile escapes, but Charlie isn't so lucky...

## Guile



# GUESS THE GAME ENDING AND WIN!

Alright already, we'll make 'em a little easier for all you XG fans out there. Try not to concentrate too hard on this one... Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than July 20, 1999! Send entries to Game Over #61 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

Clue:  
Best for  
its time

One to be born  
from a dragon  
hoisting the light  
and the dark  
arises high up

**Sweepstakes Rules:** 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: issue #61" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by July 20, 1999. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. **Prizes:** 3 Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff-Davis whose decisions are final. Drawing to be held on or about August 1, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable. 3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received. 4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that ZD Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness. 5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: issue #61 Winners List" P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by August 15, 1999. Allow four weeks for delivery of winners list. 6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

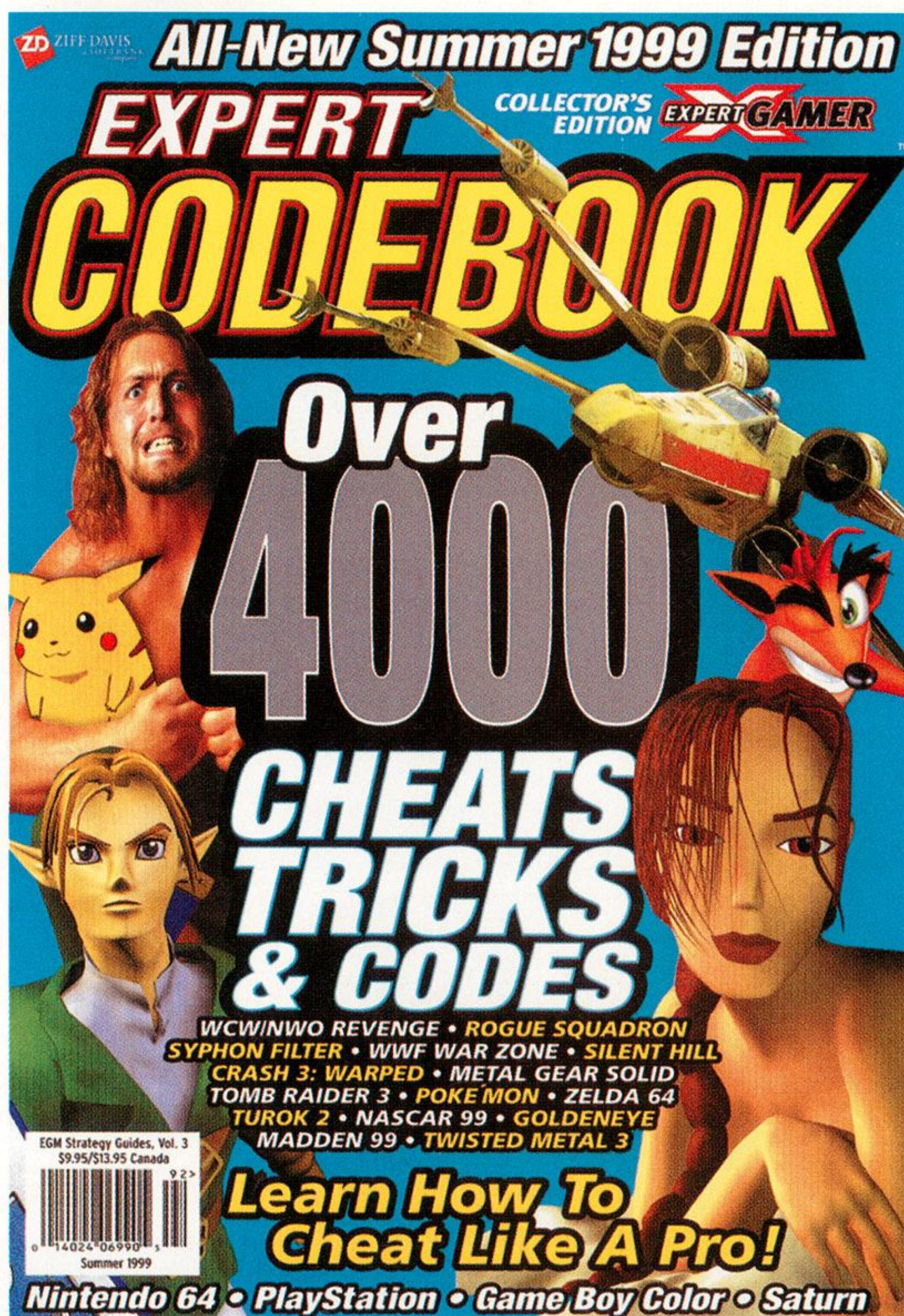


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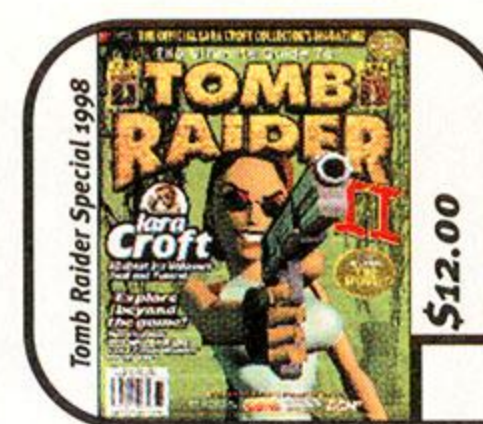
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# Next Month

All editorial content subject to change.

## EXPERT GAMER™

Feature Story

August 1999

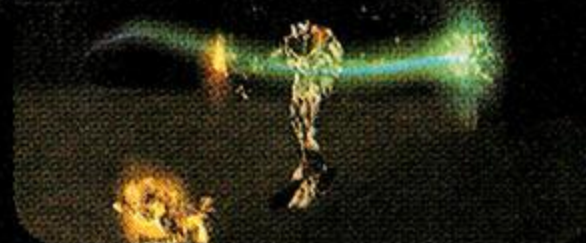
On sale July 20

Next month, XG's got a trio of cool games that are sure to keep the nasty summer heat at bay. In addition to no-holds-barred guides on the N64 and PS versions of **WWF Attitude**, we're finally going to blow out the highly anticipated

Legacy of Kain sequel, **Soul Reaver**. We'll also give you all the info you'll need to kick Bydo butt in **R-Type Delta**, and if fortune smiles upon us, we'll have a kick-ass strategy on Reflections' awesome new driving game, **Driver**.



Shootin' baddies is more fun with our guide to **R-Type Delta**.



It's finally here! Get the **Legacy of Kain: Soul Reaver** strategy in XG.



Feature Story

## ELECTRONIC GAMING MONTHLY™

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I scream, you scream, we all scream for...updates to the RE series. Look for the complete update in **EGM**.



Our review crew hits the streets with a look at the new **Driver** title from Reflections.

Next month we'll be leading things off with a huge blowout on the Resident Evil series. We'll be taking a look at **Resident Evil: Code Veronica** for the Dreamcast, **Resident Evil 3 Nemesis** on the PlayStation, **Resident Evil 2** on the N64 and even the new Game Boy

game too. We'll have a full explanation of the RE universe, as well as a look at all the merchandise currently available. Elsewhere we'll be bringing you news from the E3 expo with information about the **Dreamcast launch** and even **PlayStation 2**.

## Official U.S. PlayStation Magazine

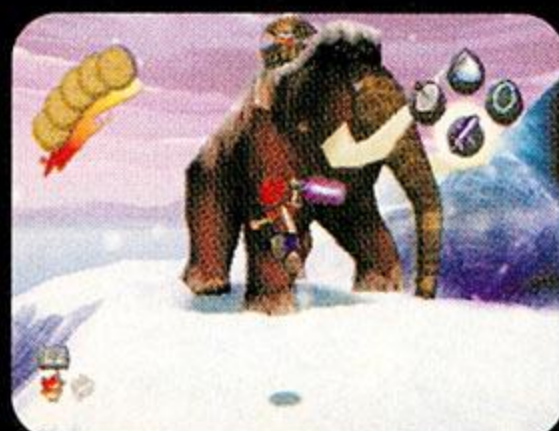
August 1999

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Now that we've revealed the games to look forward to in the next year, don't think we're done covering them. We'll have in-depth previews of **NCAA Football 2000**, **NFL Xtreme 2**, **Hot Wheels**, **Jet Moto 3**, **Ace Combat 3**, **Ready 2 Rumble** and **NFL**

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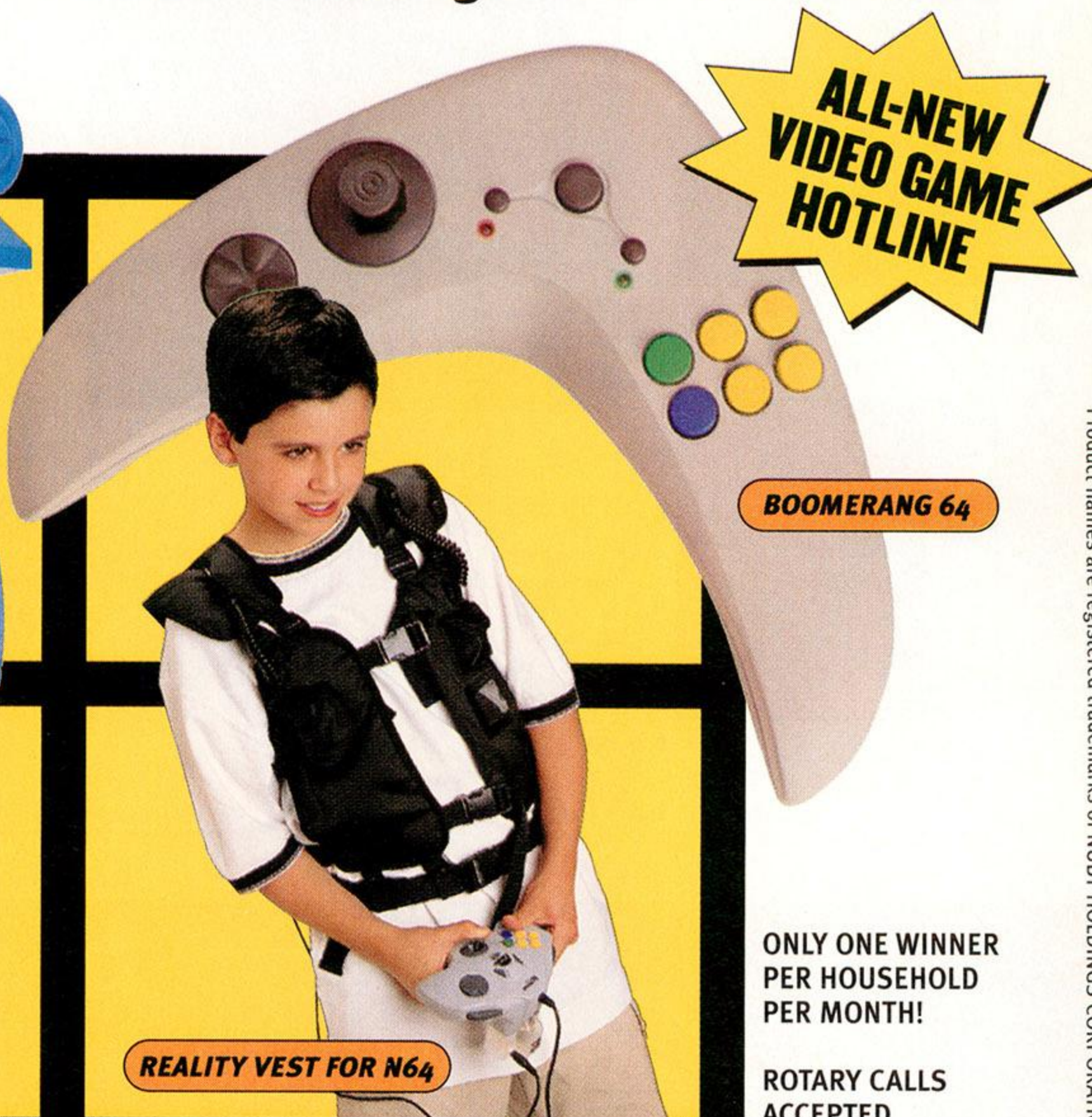
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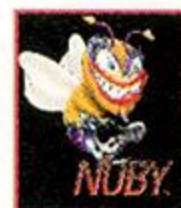
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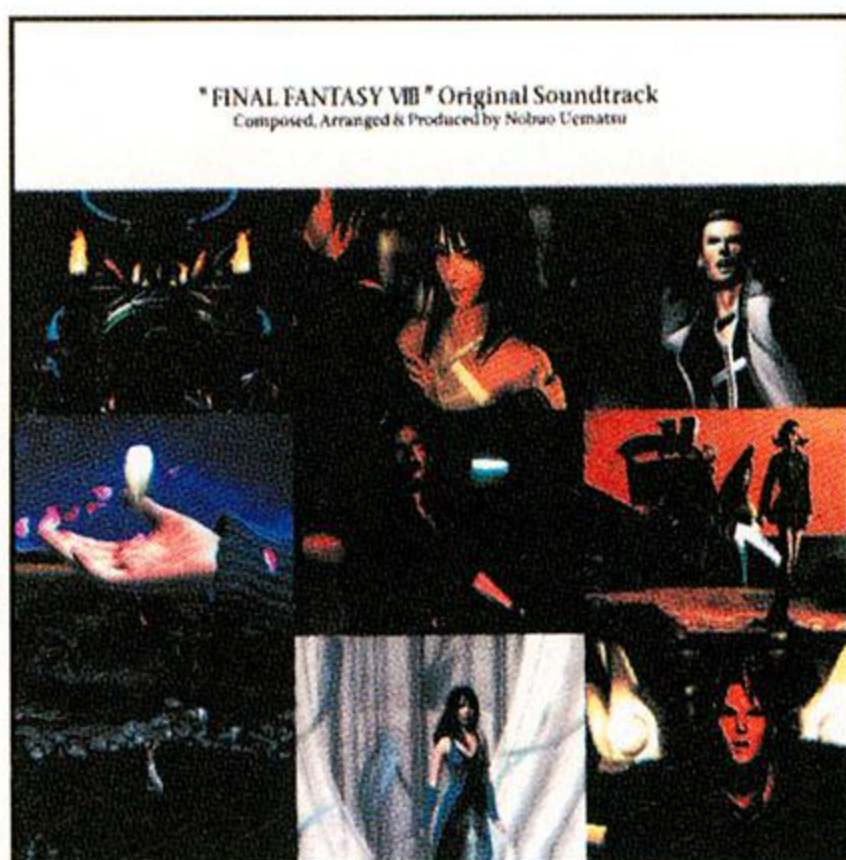
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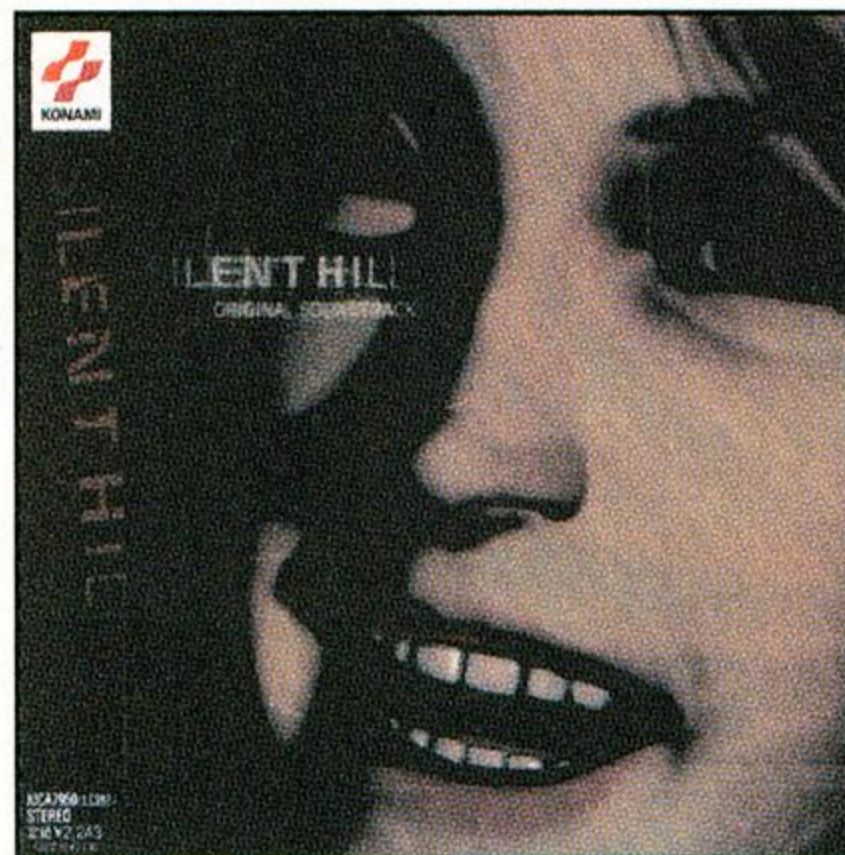
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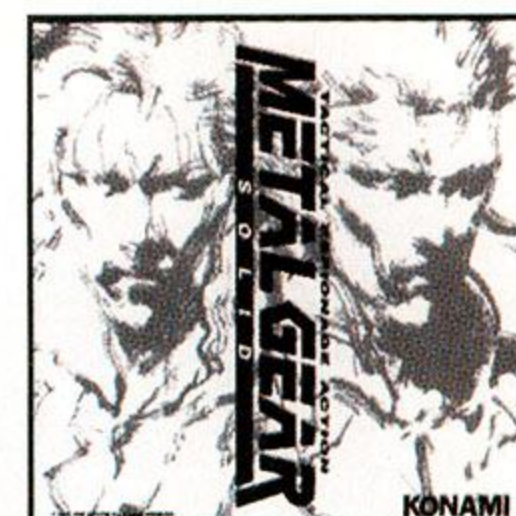
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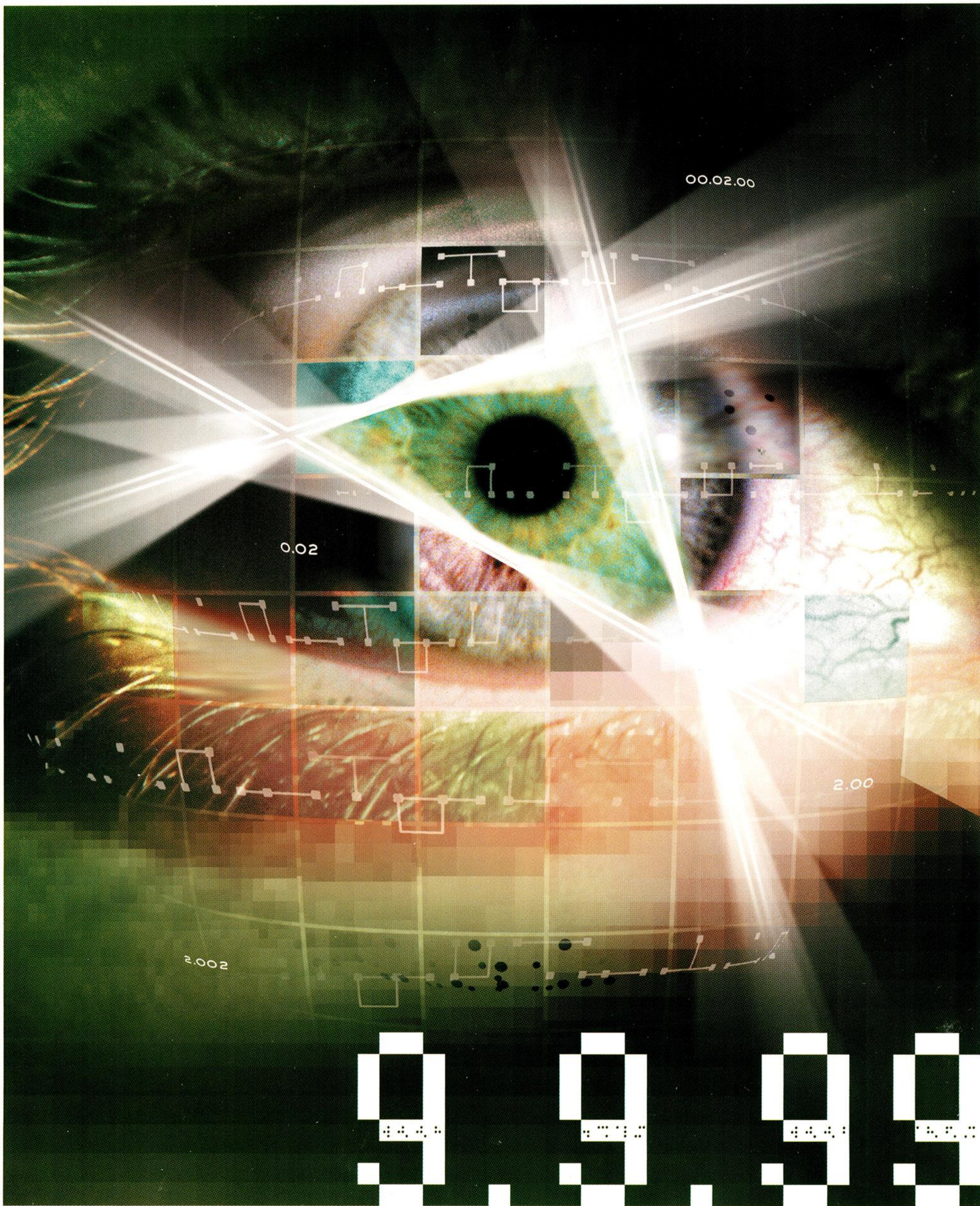




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